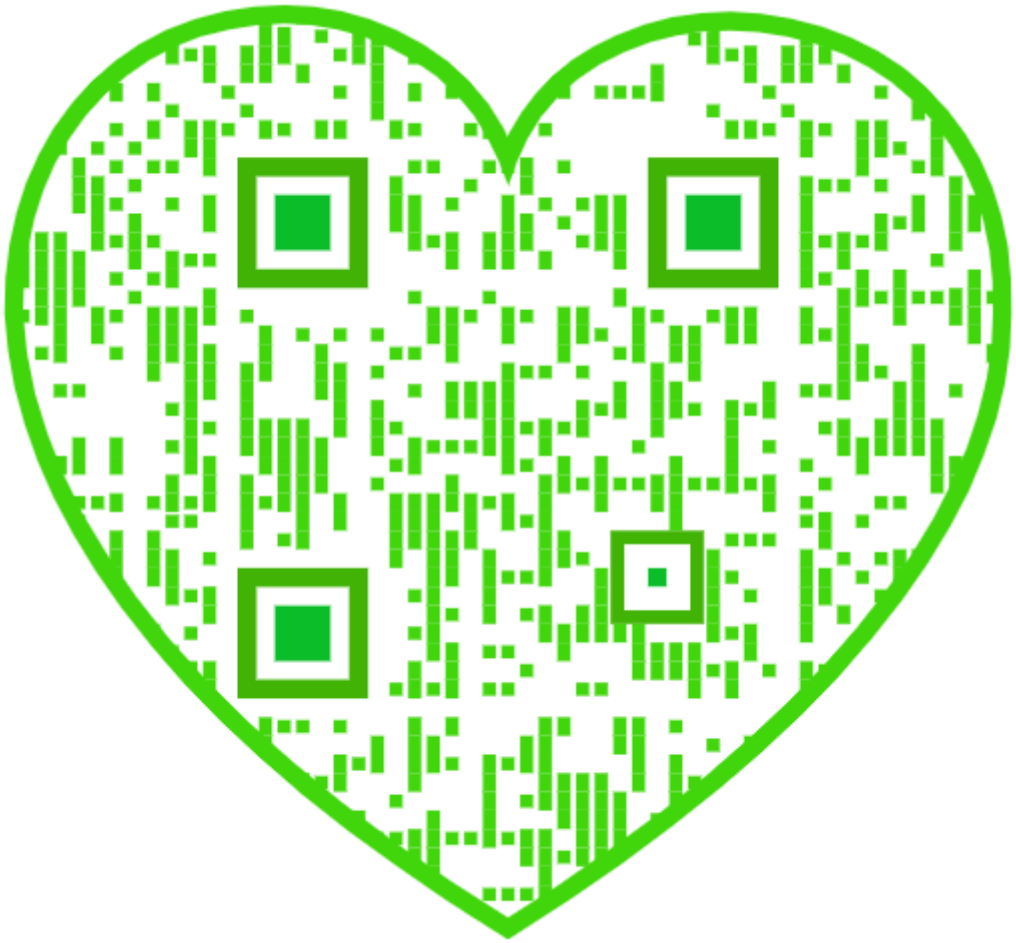

AMERICAN OR STANDARD WHIST.

In Preparation.

GAMES (ILLUSTRATED) AS PLAYED BY THE RULES OF AMERICAN AND ENGLISH WHIST.

AMERICAN

OR

STANDARD WHIST.

By G. W. P.

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INTRODUCTION.

WHIST is the best game of mingled skill and chance ever devised. All others, by comparison, are within narrow bounds. Brief practice and slight acquaintance with rules easily learned, will enable men to play them. Whist is limitless. It is always presenting new situations. It is a theme for constant study. "Whist is a language, and every card played an intelligible sentence" to those who will work out its problems and understand its regulations that are as guides to the betrayal of its interesting possibilities.

Something of the extent of its great variety will be apparent when we consider that, if we play ten thousand games, no one of all the hands held is like to any other, and that each is full of its own suggestions and appeals to the exercise of our observation and ingenuity. The smallest card of a plain suit led at the commencement of a game says: "This hand has not five trumps, nor has it five cards of any suit. It has not an ace and king,

nor a king and queen, nor a tierce to a queen or knave." At another time, the same card says: "There were five of this suit, of which one has been played, and it is now strong for service." And again it says: "Play a trump to this hand, for it will take the responsibility of the game." And yet again: "There were four trumps here when you called, and two remain to help you." Not one of all the fifty-two cards that has not information to give, various but definite, in accordance with the occasion that demands its use.

To read this language; to thwart the thus expressed purpose of antagonists; to advance his own forces in conformity with most orderly tactics and ingenious strategy, and to assist the plans of his partner determined on victory, is the business of the model whist-player, and it calls into action, in a remarkable manner, his ascendency of memory, judgment, and skill.

THE GAME OF WHIST, as played about a century since, was, in value of count, ten points, to be gained by tricks taken and "honors" held. We learn, from a treatise by a prominent member of an existing club, why this count was changed in England: "Lord Peterborough having one night lost a large sum of money, the friends with whom

he was playing proposed to make the game five points instead of ten, in order to give the loser a chance, at a quicker game, of recovering his loss. The new game was found to be so lively, and money changed hands with such increased rapidity, that these gentlemen and their friends, all of them leading members of the clubs of the day, continued to play it." We are not informed how Lord Peterborough personally was pleased with the new game, since, because of the dimidiative process, he might have been more speedily than before deprived of his guineas; but it matters not. So that *money changed hands rapidly*, the Englishmen were delighted.

The great English player, "J. C.," when defending his system, made comparison: "French players are dangerously addicted to false cards, and the Americans rarely play the right card, if they have one to play which is likely to deceive everybody." His comments were only too true, and their severity was felt by the clubs, who took counsel and determined no longer to deserve it. Players applied themselves to the learning of English and French Whist, read what they could obtain of Deschapelles and his school, and became familiar with the creeds of "J. C." and "Cavendish," as contrasted with those of Hoyle and Matthews. They let

fall the dogmas once held in regard, and adopted the choicest maxims of the English code. But they had an undercurrent system of their own, and in its working they placed confidence. Their game was Long Whist, and they would not relinquish the satisfaction afforded by a well-fought battle that might demand an hour of continuance. They had not a monetary inducement to hasten such a game.

Every English book upon Whist treats of betting and gaming. Players in America, who had studied the game and loved it for employ of intellectual strength, were disgusted with this desecration, for they knew that, if properly understood and played, it would, by virtue of its intrinsic merit, take precedence of all description of genuine card amusement. They also saw, despite the well-planned theories for fine play, that at times the English game possessed the elements of finish before it was begun, and decided that "honors," so-called, should have no place in their reckoning, and that, in order to win a game by playing of a single hand, *every trick* must be taken. Giving all credit to the master player and compiler, "Cavendish," for his exhaustive work, inventive and directive, they accepted such instructions and adopted such rules as were consistent with what they designated

as principle in play, repudiating acquaintance with gambling and its attendant evils, for these would harm their intellectual entertainment at the social and the literary clubs and by their household fires.

AMERICAN WHIST.*

AMERICAN or Standard Whist is founded upon English Short Whist, as that was founded upon the methods of Hoyle and Deschapelles, and as that generally accepted mode was rife with changes of, and advantages over, its models, so is the more perfect game an improvement upon the requirements of its immediate predecessor. It has come to be a matter of slightest consequence how the "Compleat Gamester" spelled its name, or how any gamester spelled or spells the name of the delightful pastime which has taken its place at the head of all table amusements.

* The great game of whist is called American to distinguish it from the French and English games, and, as it does away with honors, it is also apart from the original "Long" Whist. Some parties, not liking the designations, "Long" or "Short," hope that the best society in France and England, when they shall have become satisfied of its superiority, will play this game of seven points, and propose to style it "Standard Whist."

The superior accomplishment that is called American Whist has small regard for the buried past of card history. The books that have been written and compiled upon whist are few in number. All that antedate "Cavendish" are set aside because that able writer and excellent player has introduced into his compendium the written opinions of all earlier authors which were of service in the organization of English Short Whist. We have not therefore to go to the books to understand that Whist is of ancient origin and that Hoyle and Matthews gave laws observable somewhat later than their day, because what they or their predecessors did or said concerning it, is of little moment among the players of the present authorized practical game. We have in kind remembrance the sayings of Mrs. Battle as recorded by Charles Lamb, and the rebukes of Napoleon by the king at Würtemburg when wilfully or otherwise he committed errors. But the policy and plan of their playing has all passed. It is to the game of the present that Talleyrand's *mot* to one who did not regret his own ignorance may most happily apply: "Vous ne savez pas donc le whiste, jeune homme? Quelle triste vieillesse vous vous preparez!" Setting aside, therefore, as obsolete the old doctrines, and even repudiating the laws in

part of the great player Deschapelles, we propose to tell of the game as recognized since James Clay published in 1864 an essay entitled "Short Whist." This was the first or of the first of treatises which have appeared in the interest of the game now played in England. It was followed by a "Theory" by William Pole, and a book of questions and answers by Captain A. C. Walker, entitled "The Correct Card." "Cavendish on Whist" had already appeared, and, at the date of Clay's publication, had reached some few editions, but its recent London issue in 1876 indicates as errors, statements which the former issues approved, and is to-day *par eminence* the standard book on English Whist.* We do not care to give reasons or make arguments pro or con having reference to the game that once was played, nor to make comparisons of modes, save only of those which have their present advocates, and which, after all, though extenuated to license, do not greatly affect the manner of play of a well-informed man concerning the Cavendish method.

The first consideration why whist stands deservedly at the head of all games of cards is, that

* Two editions have since been published, but they are nearly identical with the eleventh.

each card, as it falls from the player's hand, conveys information. With his own intelligence he endows it, and it accurately fulfils its mission. This statement will have a strange sound for the man uneducated in the game * who flatters himself he can play whist, while he cannot read the language that is spoken by *any* of the cards as they fall upon the table of the club. But it will be understood by the lover and player of the true game, whose interest centres upon the fact.

There are but two legitimate methods of counting the game: first, English Short Whist, in which honors are reckoned and five points make the game; second, American Whist, in which honors

* "Do you play whist, sir?" inquired an individual of most respectable appearance, who, cards in hand, approached a gentleman enjoying his cigar at the rear of the smoking car. "Certainly," was the reply. "All right. Will you join the table? We want one more." "Do you all play a good game?" asked the gentleman. "Oh, yes; they're all first-rate. We always play on the train, sometimes all the way to New York." "I would enjoy a good game," said the gentleman, "but allow me to ask, as there is a difference of opinion upon these matters, do you play the call and echo, and hold the twelfth and thirteenth for a purpose?" "The what?" asked the puzzled applicant. "Do you sometimes finesse ace, knave, or throw the lead to save the tenace?" "The which?" "Do you make your leads from long suits and give special attention to the management of trumps?" "Oh! yes, yes! I understand now. We cut for trump, and then chuck it into the pack and deal."

are not reckoned and seven points make the game.* Rubbers are a consequence in both cases. Individual scores may be kept. The Cavendish rules in the main apply to each. The American game gives more latitude for play, and insists on certain leads not set down by the English method.

In either case no deviation is made in the rule for the last card of the deal to act as trump and to be turned, such innovations as the cutting the trump from another pack or the hiding the trump in the playing pack, being of course rejected. In truth, each player forms more or less his plan of play upon the card, no matter what its denomination, that is turned as trump. Much of the nicety of calculation based upon the trump exhibit would be lost by any mode other than that which allows each dealer in turn to show and to hold the trump card.

Lest it may seem to players of accord with the English method that the term American Whist may lack significance, it may be asserted that at many of the literary and some of the social clubs, and by very many devotees at sessions in their residences,

* Dummy Whist, single or double, is but a practice game, the five-point game without honors is but a bad imitation of English Whist, and the ten-point game with honors is nearly obsolete.

the so-called American game has utter precedence. One real reason for its adoption is, that one party must take every trick, in order to win by a single hand, in contra-distinction to the English game, in which it frequently happens that a single player, upon taking up his cards, could surely count four honors and the odd trick. It is, therefore, not conceded that a game is fully played which can be foreshortened by frequent strokes of fortune.

"Honors" are neither counted nor named. There are "high cards" the nine to the ace inclusive, and "low cards," the eight to the deuce inclusive. The management of trumps differs from that required by English law, as in the longer game there is much more room for display of skill in their use. The "revoke" which can by English rule be practised with impunity even to its repetition in the same hand is, if not positively accidental, a misdemeanor by American law which will in no wise compromise with deceit. American Whist assumes at the outset and always, that whosoever takes part in its play is incapable of ungentlemanly deportment. We have no more necessity for a written whist etiquette, than we have for a written pulpit etiquette. Its order of leads is different from the English plan, for experience has counselled change. The lead of the nine is an Amer-

ican invention, and we regard it as the most important of all leads, and in its working it accomplishes most interesting results. We insist upon playing the game in *silence.* This is among the great gains that we claim over the English method. Concerning it an eminent citizen writes, "I agree with your correspondent that great good can be done in this and in every community by the propagation of such sentiments as are conveyed in the rules for American whist, and it strikes me, an old whist-player, so favorably that I want to know more of and about it. I heartily approve those golden words, 'Whist is the game of silence.' My plans and memories at the table have been all too frequently disturbed or banished by the contemptible calling of cards and silly quarrels about revokes."

And a humorous professor in a neighboring university who has thrown aside the English game says: "One can no more play whist and talk, than he can translate Ovid and turn somersaults at the same time. Playing whist as I *now* play it is a luxury."

American Whist eliminates the features of the English game not recognizable here as of avail, the counting of honors and the gambling propensity. It deprecates the shouting at the table upon every

occasion of misplay or accident. Its laws are few, complete in themselves, and easily understood. The "cases" that constantly give rise to misunderstandings and quarrel cannot occur. It recognizes no injustice in motive or digression from positive right in action.

It accepts all that has value for the best interest of the game that is embodied in all the regulations adopted by the English savants. It provides for the misfortune attendant upon the deprivation of high cards and many trumps in any one playing hand, by the requirement that, as all the tricks must be taken to make a complete game from the start, a chance is, or chances are, afforded to the party in arrears. It is the English game of whist improved, very greatly improved. To those who will study and analyze and compare the two systems, its great superiority over English Whist will be undeniably apparent.

To play whist well requires good judgment, a just memory, close observation, quick inference, and a knowledge of the rules. Circumstances alter cases, never so much in any game as in this. The laws must be obeyed, but the directions for the lead and follow are not arbitrary. The player frequently accepts situations which no rule anticipates. Study of the books and of the cards is a

necessity and will effect much, but the cards are changed with each successive deal. Great players are those who know the rules to practice them, and also know when they are

"More honored in the breach than the observance."

Whist is not unlike politics. Thousands upon thousands take part in the game. Complications are constantly presented. Few of all the players see the end from the beginning. All are ready to give advice and assert opinions. The contestants are many. The statesmen are few.

LAWS AND RULES.

THE laws and rules of Whist as per the English method, are verbose and voluminous, in common with all things English of a legal character. American Whist simmers these down, as referees, dispensing with technicalities, determine cases upon their merits. The English code would seem to be founded upon the broad principle that every man must be closely watched, that he may take advantage whenever and wherever he can do so, and that, as disputes will constantly occur, strict regulations to meet each supposable case must be provided. We draw our inferences as to whether it is for the love of the game, and in the light of that love, that many of the laws are enacted, or whether the passion for gaming * and the love of the money that is lost or won induced them. If

* Betting, says a London correspondent, is the custom of the country, and the business of the clubs. Bets are made upon all subjects, and at all times. It would seem as if nothing goes without a bet. Men bet upon the holding or playing of a given card, upon the pace of a given horse, upon the length of a friend's finger-nail, and the number of screws in his coffin.

but the high honor of the game was to be considered, what need for a counterfeit code of etiquette to read: "A player who desires the cards to be placed, or who demands to see the last trick, or who asks what the trump suit is, should do so for his own information only, and *not in order to invite the attention of his partner.*" "Until the players have made *such bets as they wish,* bets should not be made with bystanders." "No one should look over the hand of a player *against whom he is betting.*" And if it is for whist and its tone and credit that men play, what need of Rule 88? "If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score (of course between deals, or at any time), he is liable to be called upon, by the players only, *to pay the stakes and all bets* on that game or rubber."

The difference between American Whist and the manner of playing it and English Whist and the manner of playing *it* seems to be, that we carefully and honestly play the cards for all that they are worth, two of the players expecting and receiving at the hands of their opponents the fairest treatment, while each party is striving, by the aid of memory, judgment, and observation, to place his almost animate messengers in advance of those of

his adversary; while the English game declares hostility between the players, constant expectancy that something may be done that can challenge dispute, and great satisfaction if cause exists for the exaction of penalty. And so the inference to be drawn from some of the rules of English clubs is, that somebody is attempting to obtain undue advantage, and his opponent must be on the perpetual look-out for him. "The cards must not be shuffled under the table." Rule 26. What fair-minded man of sense ever thought of such a thing as doing it? The rule would be as kindly received by us if it read, "The cards must not be shuffled in the coal scuttle or in the back yard wood-bin."

"If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he *show a wrong card*, that card may be called, as also a second, a third, until the trump card be produced." Rule 54. What gentleman *would* show a wrong card, a second, and a third?

The current odds at Short Whist are given in "J. C.'s" book that the "good players who," according to Dr. Pole, "generally (in England) like to play for stakes high enough to define well the interest taken in the game" may understand how to place their extra money. "Not for *gain*," says

the conscientious Dr. Pole, "only *high* enough to *define well* their interest." Probably Lord Peterborough was anxious to attach a lofty definition to *his* "interest in the game."

"Cavendish," in "Card Essays" tells us, with admirable philosophy, where interest ends and gambling begins: —

"As long as it is a matter of indifference to those engaged whether they win or lose the amount staked, having regard also to their expectation in a series, so long are they without the pale of gambling. The moment any anxiety is felt as to the result, the sooner the stakes are reduced the better. It is clear that if half-starved Arabs toss for coppers they are gambling. It is equally clear that if two well-to-do friends toss which of them shall pay for a split brandy and soda, they are not gambling. To pursue this still further: If a clerk, earning a hundred a year, backs his fancy for the Derby for ten pounds, he is gambling; but if a wealthy owner of race horses puts the same sum on his favorite two-year-old, he is not gambling. To the one ten pounds is an object; to the other it is a mere trifle."

This pliant information, savoring of cockpit logic, makes us all the time fearful that by some Pecksniffian legality we are to be overreached. Poor little Tom, who cracks the lid of his brother's boot-black case and says a naughty word, is swearing, and must be called to strict account, but the burly

baggage smasher may send forth his volley of oaths over the wreck of the mammoth "Saratoga," and he is *not* swearing. Little Tom can only affect the atmosphere at the corner of the lane, but brazen Ben can make the air blue on both sides of the station. The double-bass is authorized to launch curses and trunks promiscuously from car to platform, while the moral responsibility of being profane attaches only to the poor little contralto who breaks a homely box.

Among the laws of Short Whist, framed by the committee of the Portland and Arlington clubs, and edited by John Loraine Baldwin, it is written: "Should the players *on both sides* subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary." We have no comments to offer upon this depravity by rule.

A revoke made among good and proper players seldom happens, and whenever such an accident occurs with us, the shame of the offender is hard punishment.

What from the surroundings are we led to expect when it seems necessary to remind players in what is called the etiquette of whist, that "no intimation whatever by word or gesture should be given by a player as to the state of his hand or of

the game"? It is proper to guard against and take penalties for accidental errors, but in the matter of consistent courtesy, what gentleman requires or would brook such reminder? Laws and rules are for instruction as to what is best for the game's action; the possession of the sense of moral rectitude should be conceded.

And inference gives place to information when we read, "a card or cards torn *or marked* must be either replaced by agreement or new cards called at the expense of the table." Rule 90. Then "the table" *continues* after ascertaining that cards have been *torn or marked.* With the knowledge of the fraud, "the table" plays with the perpetrator.

The fact is, the *money is up*, and the game is diamond cut diamond. The English club players (from their own written statements this conclusion must be formed) play whist for money, or for the enjoyment of the excitement of its exchange, not for whist. They want a short game, in which six persons in turn take part, upon which they can place their stakes and make their bets. Six times twenty guineas may change hands in all the sitting. "Money changes hands with such increased rapidity" that they play the long game no more. When Dr. Pole says, "Good players generally like to play for stakes high enough to define well the

interest taken in the game," he adds, to blunt the edge of forced assertion, "but the idea of *gain*, which is the essential feature of gambling, enters as little into the mind of a whist as of a chess player." Very likely, if the chess-player also plays for "enough to define well his interest." If a man puts up money on a game, or on any detail of it, what *does* enter into his mind? The idea of loss, perhaps.

Now, we do not choose to place a money value upon our interest in the game which for itself we prize, and so it does not follow that we show our hands, as at poker, and pretend that we are playing whist. Whist, with us, is an entertainment of the brain. With the belief that the great game can be played upon its merits, American Whist selects as a part of its code of laws only those excellent ones from the list of the authorized committee and specified by "Cavendish," who is the best mouth-piece of the law-givers, that affect its honesty and glory. It applies these definitely to the seven-point game, and in the adoption of *it* does away with the swift opportunities of chance that "honors" give. It plays seven points instead of five to make it a necessity that every trick shall be taken, if in a single hand a game is played.

The laws of Short Whist are ninety-one in num-

ber, as printed by Mr. Baldwin with a flourish of names of committee-men, and copied into American reprints of English ideation. In accordance with the decision of fine American players for the proper purposes of the best game of whist, less than one-fifth that number meet all requirements. The recent publication of "Card Essays" by Henry Jones ("Cavendish") is in good time for the confirmation of our statements respecting the value of the English code. He says:—

The laws of whist, though very good in the principles on which they are based, are, it must be confessed, loosely worded. It is to be hoped that some day the drafting may be reconsidered. If this were done, with the consent of the clubs that have adopted the laws (which one would think could readily be obtained), a boon would be conferred on whist-players.

I could give many instances of bad drafting, but, as this is not the place for criticism on the laws of whist, report only two, forwarded by a humorous friend, S—— P——, with a hope that the wording of our whist code might be revised.

"I have been considerably irritated of late by a Mr. Muff, a practical joker, who, if he had only read the instructions of 'Cavendish' as carefully as he reads the rules, might some day play one card of three correctly.

"It was only the other day Mr. Muff was dealing, when his partner exclaimed: 'You have misdealt.' He replied: 'I am certain I have not;' and proceeded

deliberately to count the cards remaining in his hand. I exclaimed: '*Now*, you have made a misdeal of it.' 'No, I have not,' he replied; 'fetch the rules;' and, sure enough, he *not being under the impression* that he had made a mistake (Law 44, par. 5) when he counted the cards, I could not claim a misdeal, but could only look severe and feel that I had been sold.

"I trusted that the dignified silence with which I accepted his reading of the rules would have made some impression on him. Vain hope! A few days afterward he was again my opponent (the only piece of luck I had had that day), when his partner called attention to the trick by drawing his card toward him before Mr. Muff had played. I required the latter to play the highest of his suit. He played a small one, and presently one higher. 'Well,' said I, 'I shall claim a revoke presently, if required.' 'You may claim as much as you like,' said he, 'but you cannot enforce it.' 'We shall see,' I rejoined. We won the game on the hand, and, as they were at love, there was no necessity for claiming the penalty; but, thinking that for once I knew the rules better than he, I called for the code, and placed Rule 61 before him. 'Can't you read?' he said. 'I am not a player who has *rendered himself* liable; it was *my partner* who *rendered* me *liable* to have my highest card called. You have no penalty for my disobedience, save only that of not playing with me again. But please don't do that, for I have got one or two more sells for you, and in time you 'll know the rules.'

"I was so vexed I almost revoked next hand, and

have ever since prayed that some Solon or Lycurgus would arise and revise our whist laws."

Law 33 always amuses me hugely. It informs us that 'Each player deals *in his turn.*' This looks like a bit of dry humor, especially as the law continues, — 'The *right* of dealing goes to the *left,*' reminding one of the rule of the road —

> 'If you go to the left, you are sure to go right.
> If you go to the right you go wrong.'

Law 84, limiting the power of consultation between partners, gives rise to numerous arguments and queries. After vainly endeavoring to make it clear to two friends, B. and S., that they were at liberty to consult as to which of them shall exact the penalty, but that they must not consult as to which penalty it is advisable to exact, B. said: 'I suppose I am very dense, but for the life of me I cannot understand it now.' 'No more can I,' said S.; 'the laws of whist seem to me to have been invented for the express purpose of puzzling people!'

Some of the laws certainly might be made more clear, and I quite agree with S—— P——, that revision at the hands of a modern Solon or Lycurgus is desirable.

"Cavendish" does not recognize his chapter upon card table talk as the proper place for criticism on the laws of whist, and does but expose a small part of the stupidity that characterizes this lawyer's code of technicalities. How the incongruous

matter could have controlled the actions of respectable members of respectable clubs for the space of fifteen years, is as strange as that it should be adopted in this country by men competent to read its fallacy.

Some one has said that there was no difficulty, if an effort was made, in obtaining signatures to a petition, no matter how unreasonable its intent. Let but one well-known signature be had, and none who were asked, refused. And also, that if on the morrow a counter-petition was presented, the same men, by force of habit, would sign that also. It would seem as if Baldwin "made his effort," obtaining the name of Bentinck, and, seeing that name, Bushe, Clay, and others followed. What a pity that the counter-petition was not the next day circulated!

Or it may be that in a general committee of the whole, each and all made suggestions that were intended to cover special cases, and as these were ventilated they were adopted as rules. Including the "etiquette," there are about an hundred of these, and to the strictures that "Cavendish" makes concerning them, we add a few comments. *Thirteen* rules, with divisions and references elsewhere, are required to inform of the nature of and penalty for a revoke, and after all this verbiage upon

the merest self-evident proposition, we find, as an extra clause of "etiquette," this surprising paragraph:—

"It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first."

This is certainly cool etiquette. "It is rather wrong to cheat, and not quite right to cover up a cheat by a second cheat." A revoke made purposely at an American table will exclude the perpetrator at once and finally.

The rules concerning a misdeal are *seven, beside seven* specifications pro and con. In American Whist a single rule covers the whole ground.

When laws are drawn with such nicety and exactness of labored phraseology as to defy the searcher for a flaw, and a dozen rules are made to specify what one should represent, implicated parties are always on the alert to *find* flaws, and they generally succeed. The manner in which the insipidity of the English code can be rebuked is apparent in the two following illustrations:—

"A player was dealing. He was watched by eagle-eyed adversaries. He threw two cards at once. There was a simultaneous ejaculation by two voices that would have stopped a fire engine. He paused, took a card

from the packet upon which he had just thrown two, and dealt it to the next player's pile. 'That won't do,' 'That was n't one of the cards,' 'Misdeal,' 'Cut this pack,' &c. 'Bring the Rules,' said the dealer. They were brought and gave the following illumination: 'Should the dealer deal two cards at once, . . . if the dealer can by altering the position of one card only, rectify such error, he may do so.' 'Does it say *which* card?' shouted he triumphantly."

"A dealer's partner separated his own card from one of his adversary's, upon which, in dealing, it accidentally fell. The opponents seized their hands, looked them over, and not liking them, called a misdeal. 'I only *moved* my card to prevent a mistake,' said the dealer's partner, 'and you have both of you *looked at* your cards.' 'Bring the Rules,' shouted the opponent. 'Read 45. *You* interfered. Nothing said as to what *we* may not do.'"

And we quote:—

"After the dealer has taken the trump card into his hand it cannot be asked for: a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called." Rule 53. "If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called," &c. Rule 55.

Now, if the trump card *cannot be asked for*, why should the dealer declare himself unable to recollect it? Or is he to be fined for talking to himself?

English Short Whist does not require a Solon or Lycurgus to "*amend*" its laws, but it would be well to set aside the entire budget of infirmities, and to adopt a new code of regulations. J. C. says: "The best whist player is he who plays the game in the simplest and most intelligible way." Would not the simplest and most intelligible laws be the best to guide such a player?

The English writers are fond of telling how *simple* whist is and should be, and all the while stay its independent action by the cumbersome machinery of litigiousness. The necessity for constant "decisions" is induced by two causes: the danger of loss of that which "defines well the interest taken in the game," and the liability to place upon the sophistical rules any construction that the interested party may choose. Matters that we should settle on the instant, are presented, and adjudged, and appealed as if the safety of a State were at stake. In the matter of a misdeal, among "Clay's Decisions": —

"The dealer is alleged to have dealt two cards to one hand, and the adversaries claim a misdeal. The dealer denies having dealt two cards together, and as no one is allowed to count the cards during a deal he continues his deal. He then comes to a faced card and (to outwit the adversaries) *claims* a fresh deal."

This case exhibits the fact that *what contributes* "to the interest taken in the game," makes it incumbent upon the opponents of a dealer to get the deal away from him, and the amount which designates the interest that *he* has in the game, induces him to fight for retaining it. The laws were so mystical that by their light no "decision" could be understood. The case was sent to Mr. Jones (Cavendish). His ruling was not approved and letters passed. It was argued that the deal was "absolutely and *ab initio* void and not only voidable." Mr. Jones sent to Mr. Clay, who pronounced the case "curious;" but the stunning letter could not shake the great man's opinion, which agreed with that of Mr. Jones, whose statement was accounted to be (we have not the slightest doubt of it) "perfect and *lawyer like.*"

Now with us there would have been no claim shouted. If the dealer had thrown two cards in place of one, the story would have been told when the deal was made, and if he had met a faced card, that too would have been evident. In *either* case he would gather all together at once and pass to his right-hand opponent to make up, while his left-hand opponent dealt. Which code of laws is "simplest" and best?

Drayson has an example: —

A. played a club to a spade. His partner asked him if he did not hold a spade. "Spade led?" said A. "Oh! yes, I have a spade." "Play your lowest spade," said C. Whereupon A. played the three. "Is that your lowest spade?" asked his partner. "No, I have the two," replied A. He then wished to take up the three and play the two, but C. argued that, by Rule 61, A. was liable to a penalty for a revoke by playing his three, and his two was liable to be called, as he had named it.

Here is a trouble indeed! Probably the slight amount that "defines the interest in the game" promoted it. The argument was laborious and immense.

Our settlement of the matter would have been to let A. revoke and at the end of the hand be punished for so doing, or if he had seen his erroneous play in season to save himself, he would have exchanged his card and been fined as per Rule 14. Which course corresponds with the "simplicity" that J. C. recommends?

Apart from the folly of the long argumental war of words zealously carried on in the London clubs, consider the damage to the game that is being played. How are men to remember what has been done, or to fix their attention upon what is to do, while a wordy scuffle is being indulged in, *ad libi-*

tum? We can hardly understand why England calls such an exhibition by the name of "Whist" — SILENCE — but are glad she calls it "*Short*" Whist; the adjective serves to disassociate it from our beautiful game.

TECHNICAL TERMS IN AMERICAN WHIST.

A. AND B. REPRESENT PARTNERS. C. AND D. THEIR OPPONENT PARTNERS. A. IS GENERALLY REFERRED TO WHEN THE TERM "YOU" IS USED WITH REFERENCE TO PLAY. IT WILL BE NOTED THAT THE TERMS "HONORS, TREBLE, LOVE, SLAM, RUFF, BUMPER," ETC., ETC., ARE NOT USED IN AMERICAN WHIST. HIGH CARDS ARE THOSE IN EACH SUIT FROM ACE TO NINE INCLUSIVE. LOW CARDS FROM TWO TO EIGHT INCLUSIVE.

Bring In. To make the cards composing a suit after trumps are out.

Call. See Signal.

Command. The winning cards over all that are in play.

Conventional. A term applied to an established usage, as the "conventional" discard of the second best.

Coup. A French word anglicised, which means a stroke that gains advantage; a brilliant play.

Discard. The card of another suit than that led, thrown away.

Echo. The play purposely of a card that does not take, followed by the play of a lower card, partner having called.

Eleventh. The master card of three in play, ten having been played.

Establish. So to play that you gain command of a suit.

False Card. One played contrary to conventional rule.

Finesse. The play of a card lower than one that you hold not in sequence with it, or the passing a card played by your partner when you hold a higher card. A finesse can also be made upon the card already thrown by the opponent. Deschapelles has six classifications.

The finesse proper.
The returned finesse.
The finesse by trial.
The forced finesse.
The finesse by speculation.
The finesse on the partner.

Clay says the varieties of the finesse are infinite, but treats especially of the Finesse Speculative, which means the play of a third card holding first, but not second best, and the Finesse Obligatory, which is the playing

of a card not your best that threatens to bring down one much higher from the opponent, you taking the risk of his holding a lower card, high enough, however, to take the card you play.

Force. A winning card played to exact a trump from the adversary, or a losing card to be trumped by your partner.

Game. Seven points made by tricks.

Grand Coup. The throwing away of a superfluous trump, or the taking by trumping of the partner's trick, that the lead may be thrown back to him, or the under-trumping a trick, whether trumped by your partner or opponent, for the purpose of throwing the lead.

Guarded. A high card is guarded when smaller cards of the same suit are with it to be played upon higher cards than itself.

Hand. The thirteen cards received from the dealer.

High Cards. The nine to the ace inclusive.

Lead. The first card played of any round.

Leader. The first player in any round.

Leading through. Playing a card of a suit in which the left-hand adversary is strong.

Leading up to. Playing a card of a suit in which a high card is held by the right-hand adversary.

Long Cards. Those remaining in a hand when all the rest of a suit have been played.

Long Suit. See Suit.

Long Trump. The thirteenth, twelve having been played.

Low Cards. The eight to the deuce inclusive.

Make. To take a trick is to make it.

Master Card. The highest card not played.

Opening. The first lead in each hand of each player.

Pass. You are said to pass when you, third hand, holding a higher one, throw a smaller card of the suit than some one that has been played. It is, too, another word for finesse upon your partner.

Plain Suits. See Suit.

Points. The number of tricks over six. Points are sometimes kept as well as games and rubbers. In such case all that are made by each side are counted.

Re-Entry. A card of re-entry is one that, winning a trick not led by its holder, enables him to bring in a suit or throw a lead to advantage.

Renouncing. Playing a card of another suit upon a suit led.

Revoke. The play of a card of another suit while holding one of the suit led.

Round. Every four cards played in succession after the turning of the trump card.

Rubber. The second consecutive game won by two players, or the third game won by the same players who won the first, the second having been won by their opponents.

Saw. The play from partners to each other of suits that are trumped third hand.

Score. The registry of points made upon the game.

Second Hand. The elder hand, he who plays immediately after the leader.

Sequence. Three cards or more that follow in regular order. The ace, k., and qu. is a tierce (sequence) to the ace, and when the k. and qu. have been played, ace, kn., and 10 form a sequence. Tierce is a sequence of three cards, quart of four, quint of five, sixieme of six, septieme of seven. A head sequence is the consecutive three or more of the largest cards of the suit in your hand; an intermediate sequence is neither at the head nor foot of the suit, and a subordinate sequence is one of smaller cards than those that compose the head sequence.

Shuffle. Change of the relative position of the cards.

Signal. The call; the echo; a request or reply made by the play. The play of the ace or of the highest card in play of any plain suit upon a lead of any other suit signals no more of that suit, or the entire command of it. The play of the second best card of a suit in play, as a discard, signals no more of that suit. The play of a card not as low as could have been properly played, followed by the play of one lower, is a signal or call for trumps. An indication given by the cards that a certain number of trumps are held, or that certain cards help to form a suit, &c. Whist is conversational, that is, the cards speak, not the players; and so the game is full of signals.

Singleton. The one card only of a suit.

Spread. Distribution of the pack, backs uppermost, that cards from any part of it may be drawn.

Strengthening Play. Getting rid of high cards to give value to lower ones, and so make strong the partner's hand.

Suit. A series of cards whose modern names are spades, hearts, clubs, and diamonds. A trump suit is composed of the cards in each hand that are of the series, one of which is turned by the dealer. The other three are plain

suits. A long suit is one of four cards or more; a short suit, one of three cards or less; a strong suit is one of high cards; a weak suit, one of low cards, or a short suit of high cards.

Tenace. The best and third best cards in play of a suit is a major tenace; the second and fourth best, a minor tenace.

Third Hand. The partner of the leader.

Thirteenth. The card of any suit in hand after twelve of that suit have been played.

Throwing the Lead. Playing a card that imposes an obligation on the part of another player to take the trick.

Trick. The four cards played in a round, taken and turned.

Trump. One of the suit of the trump card.

Trump Card. That turned at the right hand of the dealer.

Twelfth. One of the two cards in play of a suit, eleven having been played.

Underplay. Playing a low card, retaining a high one of same suit.

Winning Cards. The highest in play of the suit.

THE GAME.

THE game is played by four persons. At certain rooms it is customary for a gentleman to take his seat at a table and invite a friend to sit opposite. This is regarded as a challenge which two other players may accept. Or a pack of cards, having been shuffled, is "spread," and the players draw to ascertain which shall be partners, when, as in cutting, if that mode is chosen, the two taking the highest and the two taking the lowest cards play together. A player accidentally showing more than one card, cuts or draws again. In cutting the ace is lowest. In playing, two packs of cards are used. The first dealer is he who has cut or drawn the lowest card. He chooses the pack with which he and his partner are to deal throughout the game or rubber. The laws direct the early and continuous management of the cards by all the players. The game differs from all others in one particular: *it must be played in unbroken silence.* The calculations are so numerous, the conversation of the cards so interesting, and the tax upon the memory so constant, that closest

application, uninterrupted by verbal comment, becomes necessity. That is not whist playing in its high estate which tolerates interference with the mental plans of any player. It is customary, in clubs in which there are many players, for four persons to claim and hold a table (vacant when they would begin to play), whose right to play together out of six is obtained by cutting the lowest cards; these four again cut, and the highest and the lowest, respectively, are partners. When a rubber has been played, if one or both the outsiders desire to play, the five or the six cut again, and the lowest four cards decide who shall play the next rubber.

American Whist is not a gambling game; will not be played for money, nor will bets be made upon results. It is an intellectual amusement suited to those who will give to it much study. It is an exercise of memory and observation, and the better it is understood and the more rigorously it is played in accordance with the laws, the greater the gratification afforded.

The Laws.

1. The game consists of seven points. Each trick above six counts as one point. A rubber is the decisive game of three.

2. The first dealer is he who of the four players has cut or drawn the lowest card. The player on his left shuffles the pack chosen by the dealer, and the player on his right cuts, not leaving less than four cards in each packet. The cut, when both packets are on the table, is the packet nearest the centre of the table. The trump card, which is the under card of the cut, must not be known until it is turned by the dealer. If, by accident, it should be seen, or if any other card is exposed when cutting, the pack must be cut again. While the deal is being made, the dealer's partner shuffles the other pack for his own right-hand opponent, who is next to deal.

3. Either pack may be shuffled by any one of three players while the other pack is being dealt; but as a rule, the cards having been shuffled at the beginning by any of the players will not again be shuffled except as by Law 2.

4. The deal is lost if thirteen cards are not in regular succession, beginning at the dealer's left, received by each player, and if the last card is not turned up at the dealer's right hand, if a card is faced in the pack, or if a card is exposed while dealing.

5. The trump card shall remain upon the table until three players shall have played, or longer at the dealer's option.

6. No player will touch his cards until the trump card is turned.

7. If a player throws two or more cards at once, or exposes a card unless to play it, or fails to play upon a trick, or plays out of turn, he suffers the penalty of Law 14.

8. Every hand must be played out, unless, the game being decided to the satisfaction of the losers, one or both of them throw down their cards. If the cards are so thrown down the game is at once counted against them, and if points are being kept, a point is taken by the winners for each card in any one hand.

9. No cards can be called and no conversation can take place during the play. WHIST IS THE GAME OF SILENCE.

10. If a player revoke, his partner must with him share the fault and penalty, which is three points taken from their score or three added to their adversaries' score, at such adversaries' will, the revoke to be decided by the examination of the cards, if need be, at the close of the hand. Each party has a right to make such examination for any purpose.

11. If a player, having thrown a card that would cause a revoke, can substitute the proper card for that thrown before the trick is turned, he may do

so, and suffer the penalty of Law 14 for having at first thrown a wrong card. If, in the mean time, other cards have been played, any or all of them can be recalled.

12. A player whose next turn it is to play may point to any card upon the table, and the player of such card will draw it toward him to designate that he played it in his turn.

13. When a trick is taken and turned it cannot again be seen until the hand is played.

14. The penalty for the infringement of any Law is the deduction of one point from the score of the offender, or the addition of one point to the score of the claimant, as the adversaries upon consultation at the close of the hand shall elect.

The lovers of whist play the game for itself, as they read books or study problems. It is supposable that parties who play whist properly are gentlemen, and a gentleman requires but the plainest rules concerning a game by which to be governed, and does not contemplate dispute, prevarication, or wrong-doing. Not a word is to be spoken at the table from the time that the trump card is turned until the last card of the hand is played. The interruption that may be caused by asking a partner if he has no card of the suit that is played, fearing

a revoke, can confuse the calculation of the players, and if a man cannot or does not play his cards properly without reminder, he and his partner must together accept the loss that stupidity or accident necessitates. It certainly is not the fault of the antagonists that the revoke occurs, and there is no call for adding to the mischief, the interference with their plans that conversation would make. It does not come into the account that the question of the partner, "Have you none of that suit?" puts the offender upon his guard, causes him to look once more over his hand, and, perhaps, find a card that before he did not see. What right has his partner to remind him of a real or imaginary error? Partners must suffer for each other's mishaps.

"Should the third hand not have played, and the fourth play before his partner, the *latter* may be called upon to win or not to win the trick." "Cavendish," Rule 68.

The revoke in due time is discovered, and, at the end of the hand, the score is made to conform to the legal requirement of the opponents.

A complete pack of cards numbers fifty-two. If, after any deal, there is found to be less or more, the dealer loses his deal; the cards should have been counted before the play began, or before they

were shuffled for this deal. If, when dealing, a card is found faced, it is the dealer's misfortune or fault. He loses his deal. If he had question about the disposition of the cards in the pack, he should have run them over, backs uppermost, before he passed them to his right-hand adversary to cut. Each player will count his cards before he plays; if he has more or less than thirteen there must be a new deal and by a new dealer.

Bystanders should be allowed to see but one hand during the play. They should consider themselves privileged if allowed to look over at all, unauthorized in every particular to make comment concerning the hand or the play.

Trumps should always be placed by a player in the same relative position in his hand, perhaps at the extreme right, or the second suit, as clubs on the right, diamonds (trumps) second, spades third, hearts on the left. Good players have enough to do to attend to their own hands and to watch the cards as they fall, and are not guilty of espionage. Should it be the misfortune of such men to admit an unprincipled player to an occasional game, they must be on their guard against his trickery in all particulars; but it will be impossible for any player to ascertain the rank of trumps in any other hand, as they need not be disposed according to rank, or

to determine how many are held, as there is no visible dividing line between the cards. In fact, the assertion that number and value of trumps in a given hand can be ascertained by any other player finds its force in the gross carelessness of the player who holds them.

There need be no necessity for arbitration or outside interference. Bystanders should never be called upon to act as judges upon any point. If at any time it is thought proper by the players to appeal from an opinion or a decision of one or more of their number, an officer of the club may act as referee, and his judgment must be accepted as final in the case; but those cases will be very rare concerning which the players are not competent and just adjudicators.

The Lead.

The "order of leads" is the same in general as that advised by "Cavendish." He is admitted in this respect to be the best of all authorities. American Whist does away with the greater part of his laws, for they are useless to parties who do not count honors, and who will not gamble. In his scale of leads the "honors" are specially noticed, and all below them have little treatment and no important

part to play. With us the high cards are ace to 9 inclusive, and the 9 is the special informatory one of two others, and constitutes the best opening lead when king, knave, and others are held. Nor do we ever lead that card at first unless the king and knave are in the suit, nor do we ever lead any other card in that suit if we hold those. There is no lead that so enlivens the game as this. At once the partner is aware that he must help make those cards, and the adversaries are determined to prevent them from making. The partner holding ace and queen only, takes with the ace and generally plays a trump, holding four or more. The adversary, unless with a long suit of the 9 led, discards from it in preference to other suits.

With ace, queen, 10, 9, we lead the 10; with ace, knave, 10, 9, the ace then knave. No leading card but the 9 will positively declare *two* other cards. The queen led may signify, and generally does, the holding of the knave and 10, but the queen may be properly led when knave and 9 and several more of the suit are held.

In plain suits the ace led at the outset signifies four or more cards, and not the king or queen; or that the queen and knave are held, or the king alone.

The king led, signifies the ace and others, or the queen and others.

The queen led, signifies the knave and 10; or the knave, 9, and three others.

The knave led, signifies the king, queen and two others; the 10 and 9, or the best of any three cards.

The 10 led, signifies king, knave, and others, not the 9; 9, 8, and others; or ace, queen, and 9.

The 9 led, signifies king, knave, and others.

The 8 led, signifies the best of a sequence, or the penultimate card of a suit of five.

The 7, 6, 5, 4, 3, may, either of them led, be the lowest of a four suit, or the penultimate of a five suit.

The 2 led, must be the lowest of a four or three suit, and argues weak trumps and no sure cards. [*See Original Leads in Plain Suits.*]

When five trumps or more are held, a trump is usually played upon the first lead. Whether it is so played, and which one of the five or more should be played, depends upon the state of the game and the value of the hand in plain suits. The player is to do his best to play his partner's hand and his own, and purposeless to play trumps merely because he *has* trumps may give his partner to understand that he has reasons which do not exist. The management of trumps is the

nicest feature in the correct playing of the game. Generally it is best to lead from a strong trump hand, five or more, but the score must be kept in mind and the value of the trumps considered, since it may be of the utmost importance that a lead should come to you or through you before you announce your strength. Your lead must not deceive your partner, and need not do so though you do not proclaim your trump strength. You are, for instance, playing for a point and know that you can make it; your partner can ask no more than that you *should* make it. There are a great many dry sayings among the Englishmen about impoverished people who, holding five trumps, did not lead one, and numerous are the recorded instances of bad play because trumps were not led. Despite all this, judgment must be used in their disposition. They cannot be treated like plain suits. "Cavendish" hand, No. XXV., which will be played elsewhere by the rules of American Whist, is proof of this. Generally lead trumps with five or more, but regard your hand, the trump card, the score, and all the chances, before you decide.

Original Trump Lead.

If because of the number of trumps you hold and the make-up of your hand in plain suits you deem it advisable to have the trumps out of the adversaries' hands at the beginning of the play, the proper lead from certain specified cards, a low trump having been turned at your right, is as follows: —

Holding Ace and K., . . . play Ace then K.

Having but the two trumps and good plain suits you secure at the outset two rounds of trumps. The play is informatory to your opponent that you have no more trumps, but it is also so to your partner, and when you can give him the lead he will probably bring down three more of the five remaining. You may do no better service with your ace and k. since if trumps are led, you have but these to play.

Ace sequence . . . . play lowest of sequence.
Ace, K. Kn., and two or more . . . K.

Judge by the fall of the cards if you care to pursue the lead; if not, give your partner a chance to take a trick and return a trump. You will then know which to play, kn. or ace; or it may be a small one upon his qu.

Ace, K. 10, *and two others* (*not the* 9),
play next to smallest.

The lowest card is sometimes led in trumps when, with the same number of cards in plain suit next to lowest would be the only proper play, but as the partner had best understand whether four or five trumps were originally held and as by your after play he will so understand, the penultimate play when five are held is the best.

Ace, K. and four or more . . . K. then Ace.

King then ace means more of the suit. Ace then k. means no more.

Ace, K. Kn, and one other . . . . K.

Probably the lead of the small card should follow, but the ace may be next led or you may give partner a lead of suit to take, that he may return a trump.

Ace and five or more,
the antepenultimate.
Ace and four . . . . . the penultimate.
Ace and three . . . . . the lowest.

King sequence . . . . . lead K.
King, Q. or K. Kn., and three or four others,
one of the lowest.

King, Kn., 10, *and others . . . . Kn.*
King, Kn., 9, *and others . . . . . 9.*

Having king and knave and 9 in any hand of trumps or plain suit, and not ace or qu., the 9 is the proper lead. It signifies k. and kn., and is the only card that designates two others especially.

King and four or more,
one of the lowest (not the lowest).
King and three more . . . . the lowest.

Queen sequence . . . . lead Qu.
Queen, Kn., 9, . and two others,
next to lowest.

Queen and five or more,
the antepenultimate.
Queen and four . . . . . the penultimate.
Queen and three . . . . . the lowest.

Knave sequence . . . lead Kn.
Knave and five or more,
the antepenultimate.
Knave and four . . . . the penultimate.
Knave and three . . . . the lowest.

10 *or* 9 *and five or more,*
the antepenultimate.
and four . . . the penultimate.
and three . . . the lowest.

These leads in trumps are based upon the facts that you want trumps out, that a small card has been turned, and that your high cards in plain

suits justify the lead. If it is desirable for you to play a trump at the outset with a high card turned on your right, the lead must be carefully considered. Having five or more trumps and good suits you would be justified in leading trumps. If the ace is turned, you want that card played at once and must bring it down at sacrifice of your own or your partner's best card, if need be. If king is turned and you hold ace and four or more, play to have your partner force the king. If queen is turned and you hold ace, k. and three others, play k. then ace, for qu. may fall. If knave is turned and you hold ace, qu. and others, play queen; if it takes, a small one. Whenever your partner calls for trumps or leads trumps, obey the call and follow up the lead. If he leads king and you hold ace and small one only, take with ace and return small one. If you have two beside ace, play lowest. If he leads a small trump and you have three only, take with the highest and return next highest even if they be ace, k. and qu. If you have four, take as cheaply as you can and return small one. If he calls and you have but three, play the highest, then the next highest; if you have four, lead him your smallest trump. If he calls or if he has led and you have echoed, not having the chance to lead, you may, when leading or following, play to

win, as he will understand that you held four and are giving him the advantage of your hand. Do not be anxious to lead trumps without good cause, but, deeming it proper to lead them, do not be deterred from doing so by a high card at your right. If a king is turned and you hold ace, qu. and others, it would be well if you could have the lead from your partner; but remember if you are very strong he is not likely to be, and that if you want trumps out you must disregard your tenace and lead a small trump, hoping the king may fall upon some high card of your partner's play. If the king takes, your opponent must lead a suit and perhaps to your partner, who can then return a trump. If the king should be held and the kn. take, your partner will, on getting the lead, give you a trump and the king will be in danger.

Original Lead in Plain Suits.

Generally lead from your strongest or longest suit. You want to inform your partner at the start either that you will take the burden of the game upon yourself, which you do, by leading trumps, or that the best thing on which you have to depend is the suit which you earliest play. Close attention to the score, however, will determine a

lead. Let no written rule get the better of your judgment in the matter of managing either a peculiar or a commanding hand. If you had best surrender to your partner, do so as soon and as positively as possible; if you can play *with* him, trusting to certain evidences for assistance, make your plans to favor such co-operation, but if you can do the work by having your own way, play for your own hand, and let your partner do his best to help you.

Holding Ace, K., Qu., Kn. . . . K., then Kn.

Because your partner would understand situation of qu.; he would know you would not lead k., then kn. from any other suit than quart to ace.

Ace, tierce . . . . . K., then Qu.
Ace, K., Kn., and others . . . . . K.

Then change the suit, perhaps to trumps, if you have four and a high card in another suit; certainly if you have five trumps.

Ace, K., and others . . . . . K., then Ace.

Be careful to observe fall of the cards, they determine the value of the rest that you hold, and look out for your partner's or opponent's call.

Ace, K. . . . . Ace, then K.

that your partner may understand you have no

more of the suit. It is, of course, rarely that you make this play at the outset, for it gives the control away, and you had best lead from a long suit, even of low cards. Beside, you may want the king and ace as cards of re-entry. But there are exceptions to all rules, and this is one of them. If the score is six to six, and you have four trumps, not commanding ones, a plain suit of five and one of two, and a high card turned on your right, you had best lead ace, then k. If your partner wants trumps he will inform you, and you have helped rather than hindered him. If he does not want them, he will know to make his queen of the suit you have played, or not having it, to force you (for by not playing trumps, you have signified the readiness to be forced), no matter how few or small his own trumps. Having made ace, k., play a small card for him to take, if possible; he will understand how to use his cards to best advantage. If he can get the lead, and has the queen of your opening suit to play, you discard one of the two suit, and unless the opponents have the chance to rid you of trumps, with the assistance your partner may be able to give, despite very strong hands against you, you may win the game. You are playing for the odd card, remember, and not to please the books. Coups are the order now,

and they are of various kinds. There is no better kind than that one which gives you the card. If you play from your long suit, your adversary perhaps having good cards in it, may let his partner throw away a card of your suit of ace and k. The qu., if your partner held it, might then be of no avail. If your adversaries have control of trumps, and high cards in your suits, the game is theirs in despite of your play; but with chances somewhat against you, you secure three or four tricks at the outset, and trusting to your partner's cards of re-entry, or to a tenace that you may help him to make, with your trumps to answer his forcing, you may obtain the odd trick. Of course, with the hand designated as yours, at the *beginning* of a game, you lead the penultimate of the five suit.

Ace, Qu., Kn. . . . . . *Ace, then Qu.*
Ace, Qu., 10 *and others.* . . . . 10, *or Ace.*

If two leads are desired, strength in trumps determines the lead.

Ace, Qu., and three others . . *next to lowest, holding the tenace.*
Ace, Kn., 10, *and others* . . . . *Ace, then Kn.*
Ace and four or more . . . . . *Ace.*
Ace and three . . . . . *lowest.*

Never lead a 9 in any suit in which ace is held.

King, sequence . . . . . K.

The argument for the lead of the kn. or the 10 is that the partner will put on the ace and return, and so be out of your way in the suit. Also that second hand may pass 10, holding ace, and give you another lead. It has no strength. Play the k., and let the ace fall at once upon it, if not held by your partner; and if he has it and but one more, he will take with ace, and return when proper. He will take the k. as readily as he would the 10, if it is best for him to do so. Beside, you deceive him by the lead of the 10, which may be best of three cards, &c. Again, your partner might trump a kn. or 10 led, but he would discard upon a k. If the ace is against your suit, it had best take, and leave you with command. The only correct play is the head of sequence.

K., Qu., and others . . . . K., then small one, if you care to continue suit.
K., Qu., Kn., and two others . . . . . Kn.

If second hand has ace he will probably play it, at any rate your partner will know that you have it not. If he holds it he will play it; if he renounces and fourth hand makes it you have all the rest, and will have shown your partner that your lead was from five cards. If he has none of

this suit and only small trumps and of course two long suits which his own trumps will not assist him to make, he may trump the kn., doing you no injury.

K., Qu., Kn., and another . . . . . *K.*
K., Qu., ... *K.*
K., Kn., 10, *and others* (*not the* 9) . . . 10.
K. Kn, 9, *with or without any or all others, except Ace and Qu.,* 9.

The most absolute and the best of leads.

K., Kn., and three others . . . . . *penultimate.*
K., Kn., and one or two others . . *lowest.*
K. and four others . . . . . *penultimate.*
K. and three others . . . . . *lowest.*

Qu., sequence . . . . . *Qu.*
Qu., Kn., 9, *and two others* . . . *Qu.*

The next to the lowest is a proper play at the early part of a game and with a good hand of trumps.

Qu., Kn., and two others . . . . . *lowest.*
Qu., Kn., and one . . . . . *Qu.*
Qu. and four small ones . . . . . *penultimate.*
Qu. and three . . . . . *lowest.*

Never lead a 9 in any suit in which qu. is held.

Knave sequence . . . . . *Kn.*
Knave and four others . . . . . *penultimate.*
Knave and three others . . . . . *lowest.*
Knave and two others . . . . . *Kn.*

10 *sequence* . . . . . 10.
10 *and four others* . . . . . *penultimate.*
10 *and three* . . . . . *lowest.*
10 *and two* . . . . . 10.

9 *and four or more* . . . . . *penultimate.*
9 *and three* . . . . . *lowest.*

Never lead the 9 at the head of a sequence.

From any low cards holding five, play next to lowest; holding four, play lowest; holding three, play highest.

After the first play, if you have the winning card and do not care to lead trumps, play it, especially if you hold next best, but if you have high cards in other suits do not hesitate to change the suit. It is cheap whist-playing that demands the regular running out of suits.

The original lead is oftentimes a most important feature of the play. In general, let it be from the longest suit. You are to play two hands as it were, and want to give your partner's cards all opportunity. But there are exceptions, and judgment in play is loftier than book-rule. You must

consult the score and play to it. A. and B. are six; their opponents, C. and D., are four. Diamonds trumps, 8 turned. It is A.'s play and he holds qu., kn., 8, 7, 5 clubs, ace, k., qu., hearts, ace spades, k., kn., 9, 4 diamonds. His play is 9 of diamonds and not the 7 of clubs.

Second Hand.

"Second Hand, Low."

The reasons for the play of a low card by you, the immediate follow of the lead, when you can play a higher card than the one thrown, are: first, the leader has probably good cards or a long suit and you may make efficient your high card in an after-play should he finesse upon a return lead; second, third hand will play his best card if needed, and if it takes your best you have played to no purpose; third, there are two players to follow you, and your partner's play may strengthen your position; fourth, by the play of the low card on a lead upon which your left-hand opponent will play a high one, you on his lead of any suit become last player.

Having a sequence, however, play the lowest of it, no matter how high the card so it be higher than the lead. If the nine is led and you hold ace, qu.,

10, play 10; you hold the double tenace. If you have either qu. or 10, and another, if 9 is led, play qu. or 10, for you know k. and kn. are on your right. But if kn. is led and you have qu. and small ones it is useless to play qu. for neither ace nor k. is on your right while 10 and 9 may be there. If you play qu.,* C. k., and B. ace, you have gained the trick indeed, but you would have had it if you had not sacrificed qu., and you have established D.'s suit. If you hold k., qu., and others you do not play qu. on kn., for D. has not ace and either C. or B. will take the knave. If you want trumps out you will call as early as you can do so, and as you cannot call by your own lead and perhaps prefer to have them led to you, your play at second hand is available at once.

Play lowest of sequence.

Ace, K., and Kn., ... *Kn.*
Ace, K., and low ones . . . . . *K.*
If strong in trumps, a low one next to lowest, beginning of call.
Ace, Qu., Kn., ... *Kn.*
Ace, Qu., 10 . . . . . *Qu.*
unless 9 *is led, then* . . . . . 10.
if Kn. is led . . . . . *Ace.*

* In illustrations of games C. is always A.'s left-hand, D. always his right-hand opponent.

Ace, Kn., 10, *and others* . . . . . 10.
Ace and others . . . . . *low one.*
K., Qu., and others . . . . . *Qu.*
or a low one according to the card led and strength in trumps. Do not play Qu. on Knave led.
K., Kn., and others . . . . . *low one.*
K. and another in trumps . . . . . *K.*
K. and another in plain suits . . . . . *the low one.*
Qu., Kn., ... *Kn.*
Qu. and others . . . . . *a low one.*
Kn. and others . . . . . *a low one.*
10 *or* 9, *and low ones* . . . . . *a low one.*

Holding but two cards of a suit, the largest not an ace or k. and larger than the card led, play it, if your hand in trumps warrants a lead of trumps to it. Holding ace and any others below qu., the general order is, play a low card second hand, for if you have ace, kn., and others, and a low card is led, you know the leader has not k. and qu., so that your kn. may be of no avail. The leader had probably four of the suit; there may be but four more in both the hands that follow you. If you have trumps, this suit for you is in excellent condition if you pass it by playing second hand low. In the second round of a suit pains must be taken with your play, for if you have winning cards and

trumps, by passing the second time you may see cards fall to the advantage of what you hold. Suppose you have ace, 8, 5, 3, and the 4 is led, you play the 3, C. kn., B. qu. Now you know C. has neither k. nor 10. If D. by and by leads the 6 of that suit you play the 5, C. 9, B. 10. Now you know D. has k. and 7, and C. or B. has the 2; whenever that 2 is led, you have the tenace and have made four tricks on D.'s long suit.

Third Hand.

"Third Hand, High."

The significant order means that you should usually play the highest card to your partner's lead. It is his best or longest suit, and of it he probably has some good cards, not, perhaps, the highest, and those in other hands that are the highest he wants should be played to make room for his suit. If he leads higher cards than those you hold, you do but follow as the rest of the players must, remembering your opportunity for the call. The exceptions to your throwing your highest card, if third player, are when you have a speculative finesse, and when the card or cards already played are as good or better than your own. Do not play queen upon 10 led, unless knave has been

played second. On a small card led, holding ace, queen, play queen, then ace; holding ace, queen, knave, play knave. Do not play king upon partner's knave, unless queen is played second or you hold ace also, and want the lead. There are reasons sometimes for deep finesse, but they are not applicable to early play in the hand. A study of many hands played through is necessary to appreciate the resources of the game.

Fourth Hand.

The last player takes the trick not already taken by his partner, if he can. Near the close of a hand the taking of the trick may be refused by last player, who, by such refusal, thinks to make two tricks by losing one. Holding ace, 10, 7, when his left-hand opponent has king, queen, 9, and plays king. If fourth hand takes with ace, he has no other trick. If he allows king to make, he has the other two.

This general opening, given somewhat in detail, is essential to be understood, but each game differs from every other, and not merely study of the books, but practice with the cards to the ascertaining of what to do when situations are urgent, is obligatory upon all who would become good whist-

players. You can never play well, unless you know how to cope with opportunities that are liable to occur in each and every hand, and it is not until you know how to play well that you can understand the fascination of the game.

Short Whist adopts to the fullest extent possible the mutual co-operation plan between partners. It is essential to the proper playing of that game. It is a game of haste and "honors." To get through with the play is an essential matter. To ascertain where "honors" lie is another. We expect much more manifestation of our partner's ingenuity than the London players do. They propose to be very strict in the following of certain leads and ways, which makes their game monotonous. They think it is better to be too strict in obeyal of set plans than to be too careless in rejection of them; that a man who follows book rule exactly, though he is not very talented, makes a choicer partner than one who does not object to the play of false cards. We shall not care to sift the comparison between two characters, neither of whom, in their extravagance, interests us. It may be that a dumb man could better show us over the Art Museum than a blind one, but our preference, when making choice of a guide, would be in favor of one who could both see and explain.

The best way to begin and to continue to play whist is to begin and continue to play the right game and to play it right. You want to understand the laws, and always obey them. Then understand the rules which are for general use in play. The principles upon which the American game is conducted never change. The manner of play, which the rules endeavor to direct, must depend, oftentime, upon contingencies that regulations cannot anticipate. Whenever you hold three cards, each of three suits, and four of another, the rules can guide you safely, for they explain what is to be done under such circumstances. When you have five of one suit, three of two others, and two of a fourth, they can compass the play of such a hand and inform what had best be led; but when you hold seven of one suit and six of another, or even six of a certain suit, five of a second, and two of a third, all talk of combination with your partner's hand and leading from your longest suit is superfluous. Your judgment as to the lead and your observation of the score, and what you require, and what you can do with many cards of one suit, quite distinct it may be in denomination, come into service and must be proved in practice. Dr. Pole tells you that the "fundamental theory" of Short Whist is (and a

fundamental theory must support *all* principle of action) that the two hands, yours and your partner's, shall be combined and treated as one, and that the long-suit lead (which means the longest) is the basis of the play. He also tells you that, having five trumps, you *must* lead one of them. Now, suppose the hand above indicated is made up of ace, kn., 7, 5, 4, 2, hearts, ace, qu., 8, 6, 3, clubs (trumps), kn. turned on your right, and 10 and 8 of spades. Only the odd card is wanted by either party. What card will you play to agree with Dr. Pole's "theory"? What card *should* you play to make sure, so far as in your power, of the odd trick? The fact remains that *your own* hand is most important to you, and it is *that* hand which you personally play. With *its* cards you are familiar at the outset, and not with those of your partner. Your plans must be laid with reference to what you yourself hold, and your lead, instead of being ordered by book rule, must depend upon combinations so infinite in variety that books can only hint at their existence. Do not mistake the tenor of this advice. We do not say, "Never mind your partner; play for yourself." On the contrary, generally speaking, follow the order of the leads. They are planned to be the best, all things considered. But when you take up a hand

which has in it the elements of success, if played in a certain manner, do not forfeit your judgment by thinking, "While I suppose that I ought, for my hand, to lead the 5 of hearts, yet the rule bids me play, to inform partner, the queen of clubs and risk the consequences." Study the score, and play to win. Be prudent and conservative when you must; be brilliant and courageous when you can.

There is a game played by "Cavendish," numbered XXV. in his book, in which he seeks by illustration to show the value, on the part of the players on the defensive, of leading from weakest suits. A., who leads the strong suit, plays the plodding book-rule, and is complimented by "Cavendish" as having "played well throughout, but he cannot prevent the result." It only happens that as *we* play whist, we win with the same cards with which the English players cannot win.

Instead of throwing away the game to please book regimen, we choose to make it by the exercise of our common sense. We call especial attention to this game, and ask experts to play it over carefully by both methods, and to read the arguments made, because this is a fair illustration on the one side, of the book method that demands a trump lead right or wrong, and on the other, of the judgment and consequent independent play of a

first-class American player, who, at once, upon taking up his hand, saw the folly of obeying a rule that, followed, would compromise his strength.

The hands are as follows:—

A. k. of spades; k. and 4 of hearts; k., 10, 9, 8, 7, 6, and 2 of clubs; k., kn., and 9 of diamonds.

C. kn., 8 and 5 of spades; ace, 5 and 2 of hearts; qu., 4 and 3 of clubs; ace, qu., 10 and 2 of diamonds.

B. qu. and 9 of spades; kn., 10, 9, 8, and 7 of hearts; ace and kn. of clubs; 7, 6, 4, and 3 of diamonds.

D. ace, 10, 7, 6, 4, 3 and 2 of spades; qu., 6 and 3 of hearts; 5 of clubs; 8 and 5 of diamonds.

Clubs trumps; 5 turned.

The English score A. B. 3, Y. Z. 4, we will suppose to correspond with the American A. B. 5, C. D. 6.

THE ENGLISH PLAY.

1.		2.	
A. 6 c.		B. Kn. c.	
C. 3.		D. 2 s.	
B. Ace.		A. K. c.	
D. 5.	A. B. 1.	C. 4 c.	A. B. 2.
	C. D. 0.		C. D. 0.

3.

A. 2 c.
C. Qu.
B. 3 d.
D. 3 s. A. B. 2.
C. D. 1.

4.

C. Kn. s.
B. Qu.
D. Ace.
A. K. A. B. 2.
C. D. 2.

Remark. Trick 3. By the first discard D. shows his strong suit to be spades. In an ordinary hand D. might afterward throw a diamond. But here C. must be strong in diamonds to save the game, and it is important for D. to keep the power of leading that suit more than once.

5.

D. 8 d.
A. 9 "
C. 10 "
B. 4 " A. B. 2.
C. D. 3.

6.

C. 8 s.
B. 9.
D. 10.
A. 7 c. A. B. 3.
C. D. 3.

7.

A. K. h.
C. Ace.
B. 7.
D. 3. A. B. 3.
C. D. 4.

8.

C. 5 s.
B. 6 d.
D. 6 s.
A. 8 c. A. B. 4.
C. D. 4.

9.	10.
A. 4 h.	D. 7 s.
C. 2.	A. 9 c.
B. 8.	C. 5 h.
D. Qu. A. B. 4.	B. Kn. h. A. B. 5.
C. D. 5.	C. D. 5.

Tricks 11 to 13. A. with the lead remains with the last trump, and k., kn. of diamonds. He (trick 11) plays the trump; but whatever he plays

C. D. win the odd trick.

A. plays well throughout, but he cannot prevent the result. His lead of the trump at trick 3 to show his strength, and to tell his partner to make one trick certain if he has the chance, is unlucky, as it puts the adversaries on the only tack for saving the game.—"*Cavendish*," "*Laws and Principles of Whist*," *p.* 212.

We are not to know what would become of a man who, in an English club, holding seven trumps did not lead one. But we know that in an American club, a prime player considers his hand, the score, and the probabilities, before he blindly follows a general rule.

In the hand under consideration, the odd card for the opponents makes their game. A. has not a *certain* trick in his hand, except in trumps, and not the command of those. Holding seven he can

assign to his partner but two, and certainly not two of the highest. His partner must make his own trumps if he has any, or two tricks at least in plain suits, and he, A., must be *led up to*, or the game is lost. To draw the trumps, if they were equally divided, would be of no avail unless his partner held the highest cards, and to play trump against either of the opponents holding three or four, were suicidal. A. should play the 9 of diamonds. It signifies k. and kn., informs partner and the table of one suit (of all that he cares for them to know), and waits results.

THE AMERICAN PLAY.

1.		2.	
A. 9 d.		C. Kn. sp.	
C. 10.		B. 9.	
B. 3.		D. Ace.	
D. 5.	A. B. 0.	A. K.	A. B. 0.
	C. D. 1.		C. D. 2.

C. can safely play the 10 (trick 1) for he holds the double tenace; if he does not know how to play whist and holding 10 throws qu. upon a 9, A. and B. make another trick. As diamonds are understood by C. to be A.'s best suit, he, of course, will

keep command of it, and plays the best card of his three suit.

3.		4.	
D. 8 d.		C. Ace d.	
A. Kn.		B. 6.	
C. Qu.		D. 2 s.	
B. 4.	A. B. 0. C. D. 3.	A. K. d.	A. B. 0. C. D. 4.

D. leads through the strong hand of diamonds (trick 3), as spades will be trumped, and (trick 4) discards from his long suit of spades, keeping qu. of h. guarded.

5.		6.	
C. 8 s.		B. 7 d.	
B. Qu.		D. 5 c.	
D. 3.		A. 7 c.	
A. 4 h.	A. B. 1. C. D. 4.	C. 2 d.	A. B. 2. C. D. 4.

B. understands that A. has no diamonds and no spades, and must have five trumps at least, for he did not have five hearts and lead from three diamonds. But A. did not lead trumps and has not called for them as he has had a chance to do. The 2 of diamonds is in C.'s hand, and the 7 is B.'s proper play. If D. trumps, A. will probably overtrump.

If A. does not overtrump, B. has the last play upon D.'s probable spade lead. B. is right in holding his ace, knave, for an emergency. But his play of the diamond makes the odd card, and A.'s shrewd analysis of the game saved it from the beginning.

If B. had played qu. of spades on kn. (trick 2), and the 9 on trick 5, A. would have taken with 7 of clubs and played k. of hearts. The lead thus thrown into C.'s hand would require the lead of another spade, which B. would take with kn. clubs; or of the 2 of diamonds, which D. would trump and A. would take.

I chose this example to show that such a hand as A.'s at such a stage of the game was the exception, and that he must *play to win.* He had nothing in plain suits but which, as the "Cavendish" play shows, he must sacrifice; he had no desire to call for trumps, and it was evidently wrong to lead them with his hand, when he had a proper designatory card to throw.

With the nine best trumps but one, seven in one hand, the English player, determined on following book-rule, loses the game. The mistake that the book men make is, that the book knows more than the man. The man should know when and how to use the book. Brilliant play may begin at the beginning of a hand, but brilliant play means de-

fiance of written rule. Had B. in the game just given played qu. second on the second trick, and A. had afterward trumped the spade lead of C., A.'s play of k. of hearts would have been as fine a coup as was ever made by Deschapelles. The book cannot imagine a case in detail like any one of ten that may occur in a single evening's play. The book says, play your partner's hand as well as your own. Certainly, when it is advisable to do so; when it is not, play your own. A man at the G—— Club held nine trumps, three queens, and an 8. He was playing Short Whist. The score stood 4 to 4, or, as they style it, "four-all." The books could not inform him how to help his partner, nor how to obtain help, nor how to play those cards, except that he must lead a trump. He dealt, played a queen on first trick, trumped the next, led a trump, and lost the odd card. The same hand properly managed with his partner would have won against the adversaries, no matter how they led or followed.

A. took up a septieme of hearts to the ace, four clubs (the 9 turned on the right), and two spades. Score, A. B. 2, C. D. 6. The books would have had him play the k. of hearts, and then the kn. He played his lowest trump, found his partner with ace, qu., and another. The kn. fell upon his k., and

he made eleven tricks and the game, the spades and diamonds all held against him. He might have made or lost the odd card in usual course, but the hand warranted departure from it, the score being considered:

Inferences.

The chances for drawing inferences belong to every hand played. The necessity for close attention to the business of the game is enforced by this consideration.

If the leader plays ace of trumps,	the inference is: he has the king and no more, and good cards in other suits.
Any trump but the ace,	has five or more, and good cards in plain suits.
Ace, plain suit,	has king only, or qu. and kn., or kn., 10, and others, or four or more low cards.
King,	has ace and queen, or ace and others, or qu. and others.
Queen,	has not ace or k., but has kn. 10, or kn., and three others.

Knave,	has k., qu., and two others, or 10, 9 and others, or is best of three cards.
10,	has k., kn. or ace, qu., and others, or plays head of sequence.
9,	has k., kn., and others.
8, 7, 6, 5, 4, or 3,	has four or five cards in the suit, of which this is lowest, or next to lowest, and represents the best suit of the hand.
2,	has not five trumps, nor ace and k., nor k. and qu. of any suit; has not tierce to knave; may have a high card of the suit led.

Second Hand.

Ace, excepting on k., qu., or kn. led,	has no more.
King on trump led,	has but one more.
King on plain suit,	has ace, or no more.
Queen,	has k. or ace and 10, or no more.

Knave,	has qu. and ace, or is lowest of sequence, or has qu. and one other, or no more.
10,	has kn. and one small card, or no more.
9,	is lowest of sequence, or second to some high card, or no more.
Any other card,	has none lower, or is beginning to call.
Trumps a doubtful trick,	has not more than three trumps.
Does not trump a doubtful trick,	has four or more trumps.

Third Hand.

Ace,	has not k. or qu.
King,	has not qu.
Queen,	may have ace or k., but has not kn.
Any other card,	is the highest he has of the suit led, unless the lowest of a sequence, or unless he cannot play higher than a card on the table.

Fourth Hand.

Wins the trick,	has no card which would take, lower than that he plays.
Does not win the trick not already his partner's,	has no higher card than one played, or desires the lead to remain with another player.
Any card played,	does not hold the card next below it, unless calling.

Second, Third, or Fourth Player.

Refuses to trump a trick certainly against him,	is strong in trumps, and wants them led to him.
Any discard made upon partner's play,	is of the weakest suit held.
Any discard made upon opponent's play,	is of a strong suit.
Discards the best of any suit,	has next best and entire command.

Discards second best,	has no more.
Discards or plays, when not trying to take a trick, at any time during the hand, a card of a suit, then one lower,	demands trump lead.
Plays any card,	has not the one next lower.

WHIST THEORY.

WILLIAM POLE, F.R.S., of London, who calls Short Whist the "modern scientific game," says in the introduction to his book: "There has been a great defect in the manner of teaching this system." And he proposes to remedy the defect utterly by the construction and instruction of a "fundamental theory," which, after an exceedingly well written defence of the long-suit system, is announced to be: "That the hands of the two partners shall not be played singly and independently, but shall be combined and treated as one; and that in order to carry out most effectively this principle of combination, each partner shall adopt the long-suit system as the general basis of his play."

In the main the counsel is wise that advises the fellowship of the hands, and the adoption of the long-suit lead. But the brilliancy of whist is manifest in its independent play. One of the most accredited plays of Deschapelles consisted in trumping his partner's trick, and sending him

back a card to take at highest cost. Another speculative play, to which his own name was given, was made for the purpose of throwing the lead with the highest card of a suit to be taken by an opponent with one still higher. But the great player did not violate principle in the least. It may be said in reply that he combined the interest of his partner's hand and his own for the most favorable results. So he did, but it was by the performance of a deliberate, venturesome act, for which a "theory" that proposes to regulate play, furnishes no explanation.

An individual theory upon any subject-matter may be advanced. It is Mr. A.'s or Mr. B.'s opinion: each man may have his own; it is his privilege of speculation. The *modus operandi*, or "theory," as it is called, of some principle as exerted in a certain direction may be named as in accordance with or opposed to action taken by agreeing or discordant "theories." But the theory of a science, an art, a creed, or a game, means, if it means anything, an embodiment and exposition of all the laws and principles which direct and govern its practical administration. The theory embraces maximum information. When we tell of the theory of a subject, we mean its underlying principles and all the wealth of its understanding,

its value morally, religiously, intrinsically as an art, belief, or science. It is an easy matter to construct a so-called "theory;" easiest, when there is little opposition to recognized assumptions. A man may be at much painstaking to transmute accepted regulations into discriminating statements, and call the result a "theory." "But a person who uses an imperfect theory, with the confidence due only to a perfect one, will naturally fall into an abundance of mistakes; his predictions will be crossed by disturbing circumstances, of which his theory is not able to take account, and his credit will be lowered by the failure." Dr. Pole's "theory" declares that two hands *shall* be combined and treated as one, but as practically that is impossible, unless the individual plays a dummy game, the positive declaration is not important. The nearest approach to dual tactics that fact will allow, is in the gradual revealing of the situation of unplayed cards. Again, this "theory," trenching upon practice, may insist that the lead shall always be from the longest suit, in order to aid the theoretic idea of combination, but the ingenious player, choosing to reserve his strength, may win by practical management of which such "theory" does not dream.

The "fundamental theory" of music is found in

the knowledge of harmony and melody, not in the employment of a certain scale, upon whose octaves all order of expression must be written. Heat is convertible into mechanical energy, but the manner of conversion is not the theory. Steam in theory is elastic, but the available plans for its use by Watts were but the elicitation of theory. The theory of life does not consist in giving instructions how to live, but in presenting the principles upon which instructions are to be founded. The instructions may at times be incorrectly drawn, and are susceptible of change, but the theory is immortal.

Dr. Pole's "theory" *in extenso* makes compromise with the poor player and indorses modification of the "theory" itself. The plea that the poor player breaks the compact goes for nothing, for if Dr. Pole changes his own course of play to accommodate another course of play he continues to play, as he understands it, the game of whist, but does not obey his own "theory."

Of course we are aware that excuses must be offered for non-submission to this "theory," as in the event of having a poor partner, or when some special play is to be made, but the excuses and the necessity for making them, or for any disobeyal whatever of principle declared, prove the objec-

tions to calling an active, practical rule, a "theory." For a theory is in no wise to be changed by practice. The "theory of play" or what is better, the theory of rule of play, is quite another matter. If it be argued that the attempt shall always be made on the part of each player to play his partner's hand as best he may in common with his own, and that, in order to a mutual understanding, the long-suit lead is proper, that is A.'s or B.'s plan to insure the most tricks and is a regulation for the game in practice. If this were all, if this was the "*fundamental* theory" of the game of whist, wherein shall we have brilliant play that may at any moment sacrifice partner and rule? What need of laws for practice-honoring principles, if theory is satisfied by the obeyal of but one? Is not theory the sum of principles to be applied, and practice the manner of application?

The misapprehension of terms is shown by an anecdote of a financier, who explained to certain capitalists that in a contemplated venture they could not make money beyond the expenditure. "That is all well enough theoretically," said one of the parties, "but how is it practically?"

"Practice is the exercise of an art or the application of a science in life, which application is itself an art, for it is not every one who is able to

apply all he knows, there being required over and above knowledge a certain dexterity and skill. Theory, on the contrary, is mere knowledge or science. There is a distinction but no opposition between theory and practice; each to a certain extent supposes the other. On the one hand, theory is dependent upon practice; practice must have preceded theory, for theory being only a generalization of the principles on which practice is founded, these must originally have been taken out of, or abstracted from practice. On the other hand, this is true only to a certain extent, for there is no practice without a theory. Theory is simply a knowledge of the principles by which practice accomplishes its end."

Dr. Pole's "theory" may be said to be *his* "theory" for playing *his* game, but we do not accept a rule of practice as the theory of the game of whist. We cannot consent to that definition of the words "principles of whist" which only conveys a direction as to the advisability of adopting a regulation.

Suppose, for instance, that it were demonstrated that any plan which has yet been proposed for the play of Whist by routine, was *not* as scientific or interesting as one that forced each individual player to regard *his own* manner for making tricks,

apart from what *any other* one might do to frustrate or assist, and that each, made so dependent upon his own memory and skill, *forced* from partner or opponent such following as should benefit his own particular plan, he to be in turn compelled to yield to others' manner of play; if the game was played honestly, harmoniously, and silently, the theory of whist would not be changed, but the practice only.

The question that is sometimes put: What is the theory of American or Standard Whist? is not improper or unexpected. Whist is a partnership game at cards played in silence, in which, more than in any other, intellectual acumen and the use of memory are demanded. When converse during the play is denied; judgment exercised as to what course of play will win the largest number of tricks; skill shown in determining how best to act when written regulations, not laws, are disregarded, as well as how to act in conformity to rule; observance made of routine and departure from it; inference drawn from, and reasons assigned for, the player's action; and honorable conduct assumed throughout; the theory of whist is expressed in practice. When it is stated that these principles and the decrees that govern practice must be obeyed, that partners shall enjoy their interests

in common and agree to conditions that are just, its theory of law is written. All minor exposition of principle in play is recital of its deeds. Whist is eminently practical, following intellectual guidance, but not submitting to autocratic rules. Whist theory announces the existence and knowledge of a game whose value by mental application can be ascertained, and the fundamental principles upon which the management of that game is to be conducted, to which the players must conform, and not the regulations for its play which, though generally adhered to, may at times be disregarded. The rules are not a part of the theory, since *that* can admit of no modification. The theory, the principles, the laws, must not err in any particular. The rules that are for practical use are at the mercy of the judgment of the player.

"In the first place," says "Cavendish" of Clay, "what particularly struck me was the extreme brilliancy of his game." Of this the following coup played by him is a beautiful illustration: The cards lie thus: Clay has knave, 8, 4, clubs (trumps), ace, king, and two small diamonds. Diamonds have not been led. Three other trumps in, 9, 6, 3, and they are all in the hand at Clay's right. This is certain, as the other players have not followed suit in trumps. Clay has the lead, and

requires every trick to save the game. It is clear that, if his right-hand adversary plays properly, that player must eventually make a trick in trumps. It is also demonstrable that, if Clay makes the usual lead of king, then ace, of diamonds, right-hand adversary must make a trick. In this position I venture to say that ninety-nine players, and good players, out of an hundred, would lead king of diamonds, which is the book play. Not so Clay. He observes that his only chance is to depart from rule. He must put the lead into his partner's hand, find him with a forcing card, and the right-hand adversary must make the mistake of trumping it. Clay, therefore, throws rule (not theory) altogether aside, and leads a small diamond. His partner wins with knave and leads the best spade, which is trumped. Clay over-trumps, and leads another small diamond to endeavor to put the lead again into his partner's hand. His partner wins this trick also, and leads a winning card, which the adversary trumps, is over-trumped, has his last trump drawn, and the king and ace of diamonds make. The hands are subjoined, as it is not easy to appreciate the coup from mere description: —

A.	C.	B.	D.
Kn. 8, 4, c.	5, 4 s.	10, 9, 6 s.	9, 6, 3 c.
Ace, K., 5, 2 d.	6, 5 h.	Qu., Kn., 6, 3 d.	Qu., 3 h.
	8, 7, 4 d.		10, 9 d.

Dr. Pole's "theory" is utterly discarded in this exhibition of superior play, for Clay's design was

to himself alone apparent. His partner could play no otherwise than as forced to do, and neither the rule for combination nor for book-direction play from long-suit came into the account.

"Let me give an example," says "Cavendish," "of how whist ought to be played. I led from five trumps. After two rounds the fall of the cards showed that all the remaining trumps were with my partner and myself, two in his hand and three in mine. One other suit had been played and was exhausted from our hands. I now had three trumps, iucluding the winning trump, and three cards in each of the unplayed suits. Not liking to open a suit of three cards, and having no indication of my partner's suit, I led a losing trump that my partner might get the lead and open his strong suit. He could have won the trick, but played a lower trump. I knew from his not winning the trick that he also had three cards in each of the unplayed suits, as he would have penetrated my design, and if he had a four-card suit would have won the trick. At the end of the hand I said, 'When you did not win my third trump I knew we could do no good, as you must hold three cards in each of the unplayed suits.' 'Yes, I saw that very well when you led a losing trump, for *you* must hold three cards in each of the other suits.' Thus we each counted the number of cards the other held in two suits, neither of which had been played. This is whist."

Yes, this is whist, whist in strict accord with the judgment which theory demands of practice, and

in no wise amenable to written rule. If it be said that the partners understood each other's hands, and combination was thereby preserved, we answer that such knowledge was not induced by any play made in agreement with book-rule, or foreshadowed by Dr. Pole's "theory."

"J. C.'s" "Treatise" is practical throughout, making no reference to theory. Drayson, too, is concerned with the playing of the game, for he is logical enough to know that theory is expressive of principle, to the consideration of which a different order of thinking and writing must be applied. "Cavendish" sees a proper dissimilitude between theory and practice, and says: —

"In order thoroughly to investigate the theory and to arrive at the principles of whist, mathematics and careful reasoning have to be employed. The theory may now indeed be learned readily enough from books, but the practice, to be of the first order, involves a great variety of accomplishments. To apply the theory of whist successfully, the player must note the peculiarities of partners and of opponents, that is, he must study human nature. He must use observation, memory, inference, and judgment in such a way as to enable him to trace appearances to their true origin."

If he pays an intentional compliment to Dr. Pole when he says, "the theory may now be

learned from books," he does not see, or does not care to see, that he has virtually disarmed the compliment of truth.

It requires no argument to show that if a theory is correct, practice must conform to it; and there is no necessity for argument to prove that theory is not a rule of practice, but the knowledge and principle upon which the rules are based. If whist is a great game of wondrous combinations and results, demanding a high order of intelligence to interpret its manifold problems, it is ill satisfied to have an accepted rule of performance considered as its theory, whose principles warrant other modes of illustration at times as politic as that which sets up a claim of exclusiveness.

It is at once evident to every player of American Whist that as we discard "honors" and "five points," together with all attempt at information by partners talking to each other, and all interruptions, we cannot transact the business of the game in similar manner to that practiced by the players of Short Whist. In that game, if the parties have one point each, one player who holds four "honors" holds the game. His opponents may ever so skilfully make three by cards, but their good play goes

for nothing: his luck counts. It is as a straight flush in poker.

It has already been said that American Whist is founded upon the foreign game. We gladly accept the rules that the excellent players of that game have given us. We hold that the rule which Dr. Pole asserts as his "fundamental theory," is one of the best that was ever practiced by "Cavendish," "J. C." and others, before Pole wrote upon and deified it. We only claim the right to act in accordance with it or to disobey it, without in any wise affecting our loyalty to the theory of whist; as in the latitude of our game we have the extended opportunity of making the most tricks, and in the most acceptable manner. In our game, as in theirs, the practice of this rule is of great moment. We believe in knowing of our partner's hand at the earliest opportunity, and of playing our own in harmony with it. We believe that in order to give and obtain that information the long-suit lead is the best, and we constantly practice it. But we have seven points to make, and not five only, and care nothing for the knowledge that our partner holds pictures, unless he takes tricks with them. If one or more of them is taken by one or more that rank as better, we look for the game to us to come from the scientific play of other or of lower cards. We do

not therefore lead to ascertain if our partner has an "honor," *that* circumstance to determine our success. Now we draw the lines between principle and rule, between theory and practice. Our practice shall at all times honor our theory, while distinct from it. Our principle must remain inviolate, but our rule for general, not especial use, may be broken on occasion.

We adopt from the foreign codes the best rules that they embody, and reject the rest. We add such rules as seem proper to us, to be in the general obeyed. We hope always to have good reason for our action when we do not follow them.

WHIST PRACTICE.

STUDY and become familiar with the laws and leads. Play printed games, with the cards before you. Understand the reason for each play. Play practice games with good players. They will not deceive you by false play, but will always be at their best, as if you were an expert. Make close inquiry concerning any play that you do not comprehend. Determine, whenever you take a seat at a whist table, whether for the regular or the practice game, to play in the most correct manner every card that you may hold. Never know of good hands, or of poor ones. It will not happen in the course of the play of any hand which may be dealt you, that there is no opportunity of making a particularly correct play, the nature or effect of which, a careless player would not appreciate. The credit lies in playing each hand properly. Remember, in the regular game, that whist is the game of silence that none may break, and of calculation that none may disturb. Consider that

you are one of four who are about to play, to the best of their ability, the most intellectual game in the world. When the trump card is turned, take up your hand, sort it quickly, place the trumps always in the same relative position, count your cards, think how many and what tricks you will attempt to take, look at the trump card and remember it, consult the score, and see what you must gain or must save; hold up your hand, and when it is your turn to lead or follow, cast the card you care to play, upon the centre of the table, causing no more noise than it makes in falling.

Watch the play and remember each detail of it as long through the hand as it is of consequence for you to do so. Discipline and make good use of an excellent memory. You cannot play whist without it. Draw your inferences as the cards fall as to what is meant by the play of each. If the card is turned upon your right, generally lead from your strongest suit. The card that is played at the opening of a game, or is the first of any hand, may be specially significant. A deuce of a plain suit confesses abject poverty. A nine argues one good suit at least. A trump of any denomination shows strength and intimates good cards to follow. Lead according to the rule that proposes to cover the hand you hold, unless in your judgment with ref-

erence to the score and a certainty as to loss or gain of certain cards, you had best open a different game, in which case you assume the responsibility of both attack and defence. In no wise deceive your partner to his injury. If you have the game by a certain play, make it, regardless of book or creed. The business is to make the tricks. It is almost useless to add, after all that has been said about adhering in general to the prescribed leads and followings, that it is best to be guided by the rules. When your judgment approves the printed forms, (and it almost always will do so, when the cards run with tolerable regularity,) follow them; when you hold certain cards at a peculiar juncture, of suit and denomination not contemplated by printed directions, or if the books indicate a stereotyped play at such a time, and you have a point to gain by brilliant strategy, let your knowledge of the game and foreknowledge of the probable consequences of your play, take precedence of book direction. A coup over which Deschapelles exulted, was a courageous lead followed by independent, brilliant play.

If your partner takes the first trick that belongs to your side, you are to gather the cards that compose it.

Carefully look for your partner's call at all

stages of the game, whenever it is possible he may care to make it.

As carefully note which of the adversaries call, if either, and if the call is echoed.

The language of the lead is to inform your partner of the best suit that you hold and as near as may be of the quality of that suit. If you throw k. of clubs and it wins, and follow with 9 of spades, trumps, your partner is by two leads apprised of a powerful hand which asks his assistance, but in nowise his control. In general, having six trumps, lead them. Having five and probable success in other suits, lead them. Having a long plain suit, lead from it. Never be afraid of changing suits, when practicable. Never lead a nine holding ace or queen of a suit. Never lead it unless you have k. and kn. of the suit, and *always* lead it to designate the holding of those cards. When the score is low on both sides and the hand from which you are to lead is regular, rules may be pretty stringently applied, but when one card is to be made and the hand from which the lead is to come is irregular or peculiar, past the giving of information in appropriate direction, the player must economize his resources at the expense of rule that indorses or recommends routine action. It is more frequently the case that the player gains from the

disregard of book rule, knowing when and how to make the most of his especial hand, than that the mere routine player succeeds by closest adherence to printed rule. Whist is not machinery to be set to certain pegs and told to go.

[*See chapters under head of "Cavendish" and "J. C." for analysis of regulations in play.*]

"I wish that you would tell me who of this Club you call a prime whist-player," said a visitor. "I want to look upon a man who is exceptional." An introduction was given and he made inquiry, "Wherein does a man prove his superiority in whist?" "*By knowing what to play,*" was the answer. "Most men at a practice-game say, and at a regular game think, 'I do not know *what* to play.' The true player *knows* what to lead and how to follow. He always has a reason for what he does. He makes his calculations at once upon sorting his hand. When it is his play he deliberately, never hurriedly, selects a card and throws it. All the rest of the time his eyes are on the table."

"But does such a man find a mate who can follow him, interpreting what he plays?" "Sometimes,

and when it is not understood, his fine play is of small account. Styles of play are very different, while all at times are given to systematic movement. The English play a game of chance. They trust to 'honors' for a large part of their success. They play a short game and a smart tell-tale game for a purpose. Brilliant play with them is very occasional. We have scope for speculation, and as cards that do not take do not count, have no fear of losing unless our adversaries' cards are better played than ours. Whist with us is the great game that it is, because it affords this liberty to players and furnishes such opportunity for calculation. When a man stands in fear of a proclamation of two or four by 'honors' he is liable, to say the least, to play a sort of humdrum game to try to gain an odd trick, which after all may be of no service. If you will place the cards of a hand which I will name, and play them by the London mode, and then play them by the American, you will see that one game is a kind of 'High, Low, Jack,' while the other has rewarded your skill in the effort of making but a single point. Again, if you will place the cards of a hand played hurriedly by average American players, with four leading ones, you may note that certain tricks will be taken by such adroit manœuvring as would as-

tonish the first set, could they but comprehend the reason for such action."

"But I have heard it said that with such and such cards held, poor players would make as many tricks as good ones could do. Is it true that two good players opposed to two ordinary ones can make the most points in each game, or only in the long run?"

"It is oftentimes true that as many points can be made by merely throwing down the kings and aces on each side, and letting the small cards come in by and by as best they may, as could be made when two good players are pitted against two ordinary ones. While the business of whist is to make the tricks, the pleasure of play is in the *manner* of making them. It is true that two good players may not make headway in an entire evening of rubbers against two antagonists who do not know the game. Good players must play against good players in order to make their own game a success. To play against ordinary ones is to play a game of guesswork, for they have not judgment concerning your action, and will trust to luck. The game of whist is only played when the nice points in it are considered, and the satisfaction it gives, is in the fact that in gaining those points, correct and brilliant play is elicited. This is not understood by

the ordinary player and that is why he should study and practice in order to compete. When a man *has* studied and practiced up to the point of playing a really fine game, he is the first to tell of his inefficiency in the days when he *thought* he had a knowledge of whist. A great difficulty is experienced by parties who urge their friends to read and study and practice whist. The average player is quite satisfied that he plays as well as any one need to do, and will not work up and out a situation because it takes too long and the drill is uninteresting. His manner of play is well enough for him, but the expert who watches it, is as much amused as the accomplished linguist who listens to the stutterings of a novice in Greek."

"J. C." says, "A *little* learning is a dangerous thing at our game. Better far to know nothing and to play your cards like the blind man."

If players who think that they know whist, but who do not know what to do at any exigency of the game, who do not know just what card is proper to play and can give a reason for its play, would consider "J. C.'s" statement and resolve to learn in

future, the well-laid plans of their fine partners would not so frequently come to naught.

Have a reason for every play that you make.—DESCHAPELLES.

Perhaps there is no more uncomfortable situation than that in which a good player is placed when his designs well planned by a peculiar process of play are frustrated through the ignorance of a partner who thinks all the time that he is doing right, and who confidently asserts at the end of a hand, "Well, we made all there was to make out of that. I think we did not lose a trick." There is nothing to be said in reply. It is possible that just as many tricks were made or perhaps within one of as many as if the fine finesse had been appreciated, but there is small satisfaction to the keen manager to know that blundering overthrew his work and accident accomplished a plan. This sort of self-satisfied persons one must meet at the clubs and at residences. They admit that whist is a game that demands and deserves study, but they do not even get the laws by heart, and the necessity of regarding the table and not their hand, when playing, they will recognize no more than they will the direction that would preserve silence while others think. Rules

cannot be written for these,—they will obey none. If you play with them you must suffer, because of their indiscretion. They should play practice games, but as they are satisfied that they can do well enough, and only make occasional mistakes, they will never understand the superior sense of satisfaction that is felt by those who play well. Of course it follows that good players only delight to play with good players, still they must at times make part of an uncertain table, and give and receive as much enjoyment as it can afford. Could it but be made to appear to those excellent hosts who ask you to come and make up a table, that they would be so much more delightful companions if they would but take pains to inform themselves how to realize the enjoyment that genuine whist confers upon its votaries, there would dawn a new era of extension and reception of hospitality.

There are no rules for poor players. They are to become good players by attention to the rules that good players observe, or they are to continue poor players and be classed as such. Nor are there any rules than those already known to good players when playing with poor ones, for they are to do their best to educate the poor ones in all that is

correct in play. We recommend practice-games, in which instruction can be given while the hands are being played. They who are not willing to study and practice should not attempt to play with experts. In practice-games the laws of play are strictly observed; those concerning conversation and errors suspended. A good player should never change his course of play established as correct when his hand is assorted, for any vagary of his uninformed partner.

The elements of whist are the elements of grandeur. — LECONTIER.

He lowers himself and injures his reputation who falsifies his hand to the opponents merely because his whilom partner may not understand what is correct. What would be thought of any one of three men who took an ambitious fourth into occasional business council, and who changed his cherished policy of right to the deliberate doing of wrong, merely to keep pace with the action of the uninstructed new comer?

Study and practice are equally required. No man from mere reading makes a player. No man from mere playing makes a player. Men are too

impatient and desire to learn at once. Whist is like confidence, a plant of slow growth; a limited quantity of reading or of playing will not do. A man may learn the early leads from the book, and put his information into practice. When he has played one half his hand he is ignorant what to do with the rest of it, and the worth of the player is tested more in the management of his last cards than of the first. It is the usual occurrence that during the play of the last four or five rounds in each hand, the best players make the trick which they force the antagonists to lose. Drayson says:

"As each card falls the play becomes more difficult, and greater skill is required, so that a good player who has read the book may play half the hand as well as a skilful player, but when the last half of the cards have to be played, the unobservant or stupid player loses generally one and often two tricks."

It is very seldom the case that a hand is held which somewhere during its play cannot assist at a crisis, and he is the good player who does himself justice at such time.

When your partner renounces a suit, do not fail to ask him whether he is sure that he has none of it. If

he revokes, and you have neglected this precaution, the fault is as much yours as it is his.—[Clay's "Maxims."]

The rule that plans to relieve one partner at the expense of the other is selfish beyond measure, and therefore execrable. If your partner does you a service, you accept it; if he makes an error, you must accept that also. If he trumps at the right time and makes the game, it is your game and his; if he revokes accidentally, it is your loss and his. You are not worthy to be the partner of a gentleman at a whist table unless, having accepted him, you stand by him and his play. Beside, it is undue interference. If the man knows his business, he wants no reminders. You have no more right to ask him if he has no card of a given suit than you have to ask him to lead you a trump or to take a certain trick. In fact, you have no right to speak at all, and must be fined a point if you do so, in which fine he must share the payment for your folly.

If your partner refuses to trump a winning card, lead him, if you can, a strengthening trump.

Consider the situations of the game in all particulars, and if you want your partner to trump a

certain card, force him by playing it. If he does not take the force, but discards, you are informed of his strength or weakness, and must avoid another force. It may be advisable to gain the odd trick that he should, as you think, make a trump upon your lead. He will judge his own hand, and perhaps pass, that he may take two, instead of one, or, taking no risk, make sure of one. The number or the value of trumps in your own hand has nothing to do with your action. A good player will see your intent.

Avoid leading from a suit of which both adversaries have none, for one will discard and the other trump, and the drawing of the trump will not probably do you as much service as the fall of the card thrown away will do you injury.

When you return your partner's lead, if you had originally but three cards of the suit (you must have played one, and now hold two), lead the highest; if you had four or more originally, lead a low one. Thus, if you held king, knave, and 7, and took at third hand with king, you return

the knave, he knows that you have but one small one, or no more. If you had the 3 beside, return the 3; when you, by and by, play the 7, he knows you have another, and can probably name it. The knave may be most important for him to count upon as twelfth or thirteenth card.

The reason why you play a small card second hand, when holding queen, knave, and two others, is that the queen and knave may make, but you play knave second, having but one small one, for the chance of both high cards making is very small.

With ace, 10, and another, second hand, pass a queen led. The leader can have no better than knave, 9, and others, and you hold tenace over them. If it should be that your partner has king, your adversary may make no trick in his suit.

If a low card is led on your right, and you hold ace and two small ones, play a low one, and

if knave is played third and queen fourth, and the lead of a low one should again come from your right, you can play the low one with impunity. C. cannot have king or 10, and your partner must have one of them.

"Cavendish" tells us that it does not fall to an individual player's lot to have the grand coup presentment but once in several thousand games. It is of the same tendency and requirement always. At the B—— Club, a few evenings since, the following was held and played:—

Score. A. and B., 6. C. and D., 6. Spades trumps. A. and B. had 3 tricks; C. and D., 6. A. and B. must make all the rest.

A. had k., 10, 3 spades, 7 clubs.

B. had 10, 6 dia., qu. hearts, kn. clubs.

D. had kn., 8 spades, 4 hearts, 10 clubs.

B. led the qu. of hearts. A. saw that if he threw away his club, he must take the next trick, and, leading, could take but one more, for he knew that D. had the two spades. He had but one chance for all the tricks. He trumped the best heart and led the small club.

Having two or three trumps, in answer to your partner's call, play the highest; having four, play lowest; having five, next to lowest; unless in the two latter cases you have commanding trumps.

"So play that you may tell your partner of what suit you have the most, and make your calculations to play his cards as well as your own as soon as you can be informed what they are."

This is indisputably good advice in a majority of cases, as when your suits are in about even number of cards, your trumps but three or four, or in reference to hands of not too irregular formation; but suppose your trumps are six or seven in number, your plain suits from singleton to long, are made up of impossibilities to take tricks. Your English rule says, play a trump: no matter what comes of it, you *must* emphasize that trump possession. Would it not be well to decide, "We want so many tricks, my partner may have such or such a card or cards, I will play my own hand properly and call my partner's assistance for the making of our game?" In other words, consider *this* the proper method of playing whist. In accordance with the hand you hold, play that hand or your partner's. Play for

yourself or play for him. Under certain circumstances, and they are not few in number, by the attempt to play two hands you may be confounded. Be satisfied that he is a good whist-player who can play his own hand correctly. Follow the system of mutual co-operation certainly, when in your judgment you esteem it to be best, but remember that as rules cannot be made to cover all cases, *that* judgment must be supreme.

Rules are for the majority of cases, not for exceptional positions, and a player is good, very good, or of the highest class, in proportion to the rapidity and acuteness with which he seizes the occasions when rule must be disregarded. These occasions are so many and so different that practice and very accurate observation alone can master them.—["J. C."]

What is required by the game of whist is to make the tricks, not to mind the books. In very many cases the book leads are right, and you are not unreasonably to play contrary to their dictation; but do not surrender your common sense to a regulation. A lead may be as grand a coup as a follow, and if you are playing with a man who understands the game he will not look for set tactics if he knows you capable of ingenious ones. In any event, it may be that you could not so play as to know much of his hand until

several rounds. Meantime, you may have lost the advantage that a brilliant play would have insured. He watches each play and all developments, and if you have undertaken a daring game be sure he will assist you in carrying it on. We know that this will be understood by good players as we mean to have it understood. It will be met by objections on the part of all who play by book-rule alone, and to whom the iron-clad regulations make uniformity of play a necessity. But we present, that first a king and then a queen and then an ace, the latter renounced and trumped, while two others, not the best, are retained, does not represent the best part of whist-playing.

Technical "mutual co-operation" means getting out the trumps if you have a number, and telling your partner as quickly and as often as possible what cards you hold. Sometimes it is as creditable to make the tricks by the right use of those cards, not having been at painstaking to announce them.

When trumps are declared against you, discard from your best suit. When your partner has

strength in trumps, throw the lowest card of the weakest suit, unless you have command of a suit, in which case throw the highest of that suit.

When your partner has led a king that was taken by the ace, and you are by and by to return his lead, you holding kn. and a small one, play the kn.; but if C. led the k., play the small one. C. will probably put on qu., and you remain with the best card.

If you have led a small card from qu., 10, and others, and your partner takes with the k. and returns a small card of that suit, you know that the ace is on your left, and play 10, not qu., for if kn. is in same hand, both will make, but if only ace is there, the 10 will bring it, and leave you in command.

If your partner leads a kn., it is useless to play k. upon it, unless second hand has played qu. for ace, and qu. in fourth hand will make at any rate, and you know that your partner has neither ace nor qu.

When one trick is wanted, and you hold k. and two small trumps, do not play k. third hand, unless the ace has been played, but let the trick be taken by last player. Your guarded k. must give you the needed trick.

The law of silence is imposed in whist, that the status of the cards may be noted and remembered. If you lead a small trump, holding ace, qu., and three others, second hand renounces, your partner plays the 9, and fourth hand takes with k., you see at once that your partner has kn. and 10. If fourth hand, now leader, returns the suit to draw two for one, you should play low one, and let your partner take and send you back the kn., as he will see that you want trumps out, or you would have stopped the play with queen, that he knows you hold.

Quick observance and tenacious memory, uninterfered with by talk, enables management to succeed.

Other things being equal, the one who best recollects the cards played, and by whom played, will make the best player.—AMES.

Diamonds trumps. You have led the 6 of clubs, from five; ace, qu., 8, and 4 remaining. The k. was played second; your partner threw the 9 and D. the 2. On the next trick, in hearts, D., renouncing, threw the 7 of clubs. He has not the 5 nor the 3. Your partner must have one of these, and is calling for trumps. C. can have but one, and threw k. to get the lead, or he has no more; the knave and 10 are probably with your partner.

Hearts trumps, qu. turned on your right. You have ace, 10, 7, 4, 3, and lead the 4. C. plays the 8, B. the k., and D. the 5. B. returns the 9; D. plays the 6. You should see at once that your partner has the 2. C. has no more. If he had kn. he would have played it second. D. passed the 9, that you might play the ace. By finessing your partner's 9 you must take one of D.'s high cards.

The significance of the 9, as the representative of k. and kn., is, of course, lost when not the original lead of a suit.

B. leads k. of diamonds. D. plays 6, A. 5, C. 9. B. plays kn., D. 7, A. 8, C. 10. B. holds all the diamonds in play.

Clubs trumps. B. leads k. of hearts. D. plays 2, A. 6, C. trumps, and leads a spade, which D. takes and returns a heart. A. 7, C., trumps, B., ace. You are strong in trumps, and suppose that D. is; your play is to get out the trumps, and return B. the last heart you have, the 9.

If your partner leads the 10, and the kn. is played second, you holding k., you know that ace, qu., are at your right, or ace at your left, and that B. led from highest of three.

If your partner lead the 6, the 4 is played second, and you win with qu., you know that neither ace nor king is on your left, but that one of them is on your right.

If you lead qu., holding kn., 10, and small ones, the ace is played second, a small one third, and the 9 fourth; the k., with others, is in your partner's hand, or alone on your right. If the suit is not returned by C., you or your partner should throw the lead for advantage.

Be assured if it ever happens that a fine player takes his seat to play where talking is allowed, in the free and easy game, which is only playing *at* whist, you will never hear him ask, What is trumps? who dealt? who took that trick? let me see that play? or any other thing that can be construed into want of attention.

We have watched the common game, at which players talked, and seen a player throw k., then ace. "Ah! let me see that trick a minute," as his partner turned the second. "You played the 6." "Yes," rather feebly from the partner, who was, of course, aware such action is transparent. First player, having become satisfied that his partner did not want trumps, and having told everybody else as plainly as if he had spoken it, that he played k. and ace, expecting or hoping for his partner's call, throws another card, and settles back in his chair, a disappointed man. He thinks he is playing whist. His knowledge extends to the trump call, and ends there.

A man leads a low card from an ace, and, noting partner's play, stretches forward before fourth hand

plays, to gather in the trick, exclaiming, "Your k., partner," which, being interpreted, signifies, "I led from the ace; nobody can take this trick." This person calls himself a whist-player.

At some of the Clubs we hear a player say, "Partner, have you no club?" and the reply, "No; let me see. No, I have looked over again. No, I have not a club." This is interesting. They think that they are playing whist. For the trouble is, that people who do not understand the game, cannot keep their mouths closed, and pay attention to what they are doing. Not to be able to vent their feelings is agony unbearable. All Short Whist players, by rule, lift the safety valve.

Here are three hands, not difficult, but only the good player knows by the score which card to lead from each. A.'s hand is given, and it is his lead:—

A. and B. 6. C. and D. 5. Diamonds trumps, K. turned.

Qu., 8, 6 spades.
Qu., Kn., 10 hearts.
Qu., 5, 3 clubs.
Ace, Qu., 8, 4 diamonds.

A. and B. 5. C. D. 5. Hearts trumps, 9.

Kn., 7, 4 spades.
K. 3, 2 diamonds.
Ace, 6 clubs.
Ace, Qu., 10, 8, 4 hearts.

A. and B. 5. C. and D. 6. Spades trumps, Kn. turned.

4, 3, 2 hearts.
K. 7, 5 clubs.
9, 8 diamonds.
Ace, Qu., 8, 6, 4 spades.

There are few instances in which it is proper to lead a singleton. Some players say, "*Never* do it," but the score, and ability of the hand must decide your course.

Holding quart to k., k. is proper to be led and not 10. From qu. or kn., quart or tierce, the argument for the lead of the highest is indisputable. If you play qu. and partner holds ace and others, he will not play ace. If k. is played second, he does play ace and your suit is free. If the k. with another is at your right, no play of yours can pre-

vent the k. from making. If second hand holds k. and does not play it, you follow qu. with kn., and on that trick or the next, the k. will probably fall. But if you play 10 at the outset, your partner takes with ace, and the k. commands the suit.

A literal sequence may be of two cards, but in whist parlance, it means three or more of value consecutive, either of which can be taken only in its own suit by a card higher than the highest of the three.

The leader must play coups as well as the follower. Brilliant play is well-judged digression from routine play. It is the partner's business to watch for and interpret this. The gain that is worthily made is made by skill. The tricks that are made by calculation denote the player.

Independently of the fact that a lead from a long suit is better than one from a short suit, because it informs your partner, your own hand is benefited by such play. Suppose you have ace, qu., and 4 of hearts, 10 and four small clubs, ace and two small

spades, trumps, and qu., kn. diamonds. If you play the penultimate in clubs your hand is intact for use in all the other suits. If your partner plays qu., holding k., and D. takes with the ace and leads a diamond, his long suit and your short one, your kn., may take a trick or pave the way for the qu. to do so, although you have but two.

Positive observance of the cards as they fall upon the table is a necessity.

At tables where the burlesque of whist is performed, a player intent upon his hand when he should have watched the play calls out, "Was that your 5, Mr. D.?" "Yes, sir." "All right; let me see that last trick. Ah, you played the 8." Such a bungler might save time by asking at first, "Do you want me to play trumps, Mr. D.?"

The constant allusion to and dependence upon "honors" in all the advice for play by writers upon Short Whist prevents adaptation of their regulations to our mode. Provided certain "honors" have been played or are held, they advise a certain course, if not, a different one. "Holding as I did

the k. and kn., and being at the point of three, it became important that I should know at once if my partner had the qu. If so, we were out, and if not we must play." This is picture-luck, not whist.

The Short Whist men say that if honors had been cut in two, their game would have been perfect; but they admit that the advantage of skill would have been so great as to limit considerably the number of players. The wonder is that they do not call the honors at once and save all trouble, as thus: "Have you a picture, partner?" "Yes, I have the kn." "All right; I have k. and qu. Halve the stakes, call in the bets." This is a kind of partnership poker, not whist.

Columns of English newspapers have been appropriated to the argument, pro and con, as to the punishment for the showing a hand by a player. Says the "Field:" "A player may expose his entire hand so that all the others can see it without a card penalty." And this he can do with wilful intent and not be fined, while if he should throw two cards at once upon the table his opponents howl for satisfaction. It is not very strange that

such opinions are laughed at. Of course, when a man shows his hand he exposes it, and we should fine him a point for every card that he improperly or accidentally shows. A man would not be played with here, who should repeat the intentional showing. If the London clubs would dismiss a player who so purposely offended propriety, the rule might stand; but they are said to tolerate such conduct on the part of men who "define well the interest" that they take in the game.

The difference in sentiment between American and Short Whist is specially to be considered. Drayson says:

"It rarely happens that many rubbers of whist are played, especially by inexperienced players, without a question or dispute arising as regards the penalty which may or can be claimed for certain offences."

This comment may be supplemented by the assertion of a good player of Short Whist:

"It never happens but that in an evening's play, and often at intervals in the day-play, that I have seen quarrels — for they can be called by no other name — of such nature as to embitter the antagonists, at least for the time, occur as a matter of course."

The tantalizing talk of the winner of the bets or the gainer of a verdict in the matter of a disputed rule or part of a rule as quoted in the "Cavendish Essays," is indicative of the spirit that animates the player. It is said that as the parties who play Short Whist in this country do not, as a general thing, play for money, there is freedom from this unhappy disposition. But whenever luck rather than skill is an element of a game, there is disappointment and discomfort. A slight indoctrination of the English spirit goes with the hazard and prejudice of the game. An American advocate of it argues for

"The keeping up of the cross ruff as long as possible, as it is an effective method of making tricks and always aggravating to the adversaries."

Now, in our fine, long game we have no quarrels. I have sat at many a table and not a cross word spoken between the hands. How can it be otherwise? American Whist is an intellectual game, and the players can and do "use philosophy" in the treatment of their own or of their antagonists' mishaps.

We require a long game at cards, and American Whist is that game. There are a great number of

short ones that will answer for gambling purposes to the content of any and every body. Some one game should be for enjoyment gained by brain work. There is an honest argument in behalf of the general introduction of an honest amusement into our best clubs, at our literary rooms, and into our much-loved homes.

We were once told that the "ten-point game" was played nightly by certain parties, and invited to attend the session if we would see whist properly played. Of course, as a spectator we saw but one hand of any game. At one time, when the score stood A. and B. 1, C. and D. 9, D. turned the qu. of clubs and A. took up this hand, viz.: —

Kn., 10, 9, 8, 6, 5	hearts.
Ace, K., 4	spades.
10	diamonds.
K., Kn., 7	clubs.

A. played the 10 of diamonds, as he afterward said, that he might trump them, for he had so many hearts that were good for nothing that he felt sure his partner could have none, and while he, A., was trumping diamonds, B. could trump

hearts, adding, if there was "any way to make anything out of such cards that was the way to do it." His partner held ace and k. of hearts, qu. 7, 5, 2 of spades, ace, 9, 5, 3 of clubs, and three small diamonds. A. and B. made three by card and "two by honors," saving the game, as B. said, who protested that they could have done no more and that they had not lost a trick. A. being very emphatic in his assertion that nobody ever *could* do anything with a hand of so many poor cards as he held and only three trumps, we ventured to tell him that his hearts were as good as trumps, and asked if he would allow the hands to be played over. All were agreed, and A.'s and B.'s cards were properly played, making, of course, every trick and winning the game.

"It is the duty of a player to make the game as easy to his partner as he can. The play often depends upon the sort of partner. For example: You lead the 10 from k., qu., kn., 10. Your 10 forces the ace from fourth hand; you obtain the lead again. The proper lead is now the queen, as your partner knows you have k., kn., whereas he is uncertain about the queen. But, with an indifferent partner, the better lead is the king, as he may not have drawn the correct inference from the first lead, and, not knowing the

queen is the best, he may trump it."—["Cavendish," p. 117.]

It is the duty of a player to play *correctly*, and the duty of a partner to understand such play. Holding k., qu., kn., 10, the proper lead is the king. That forces the ace, and your partner knows you have the qu. When you have the lead again, the play is the knave. No gain is made by the lead of a low card of a sequence, while much harm may come from it. If you lead the 10, the lowest of four, you deceive your partner, for the 10 may be the head of a sequence, or k., kn., and others may be held, or it may be the best of three. It has been said that ace might not be played on 10 by second player, and so you may have another lead. He who would not play ace upon 10, might not upon k., but wait for qu. The argument is of no avail.

Your partner plays k. spades, which takes; you have not the ace. He then plays ace of clubs, trumps, the 4 turned on his right. He then plays 9 of diamonds. Name five cards that you know he now holds.

Your right-hand opponent (D.) played kn. of hearts (9 of diamonds turned by B.). You played

the 7, your only heart. C. played 8. B. took with ace, and led qu. of spades, which was taken by D.'s k., and on the trick C. discarded the k. of hearts. What is your inference as to the situation of the rest of the hearts?

Your partner has turned qu. When you lead a small trump to him, he takes with kn. and returns the three. How many trumps, at least, has he? Suppose he takes with qu., and returns kn., how many trumps, at most, has he? Suppose he takes with ace, and returns k., how many has he? Suppose he takes with k., and returns qu., how many? If he takes with qu., and returns k., how many?

Select the cards. Give your opponents the four highest cards in every suit. Let the trump be turned upon your right. Lead and make five by card.

Spades trumps. Kn. turned at your left. Your partner leads k. diamonds, of which you have not the ace. It takes all small cards. He now leads

ace of trumps. You have four small ones. What is your inference when he plays the ace?

You have kn. and 9 of clubs, trumps. You know that the 10 and 8 are on your right, C. and B. having renounced. You also have ace and 4 of hearts. Only the 3 of hearts has been thrown, discarded by D. C. leads kn. of hearts. B. takes with qu. What is your play for all the tricks?

Qu. c. turned on your right. On ace, qu. of diamonds, played by you, B. has called. You hold k. kn. 4, 3 c. What is your play?

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10 spades turned by D. You have 5, 4, 3, 2 spades, 6, 5, 4, 3 hearts, kn. 10, 9 clubs, and ace, k. diamonds. What will you lead?

A man may play whist for several weeks. He will then find it necessary for him to apply his knowledge for three or four years before he discovers what a difficult game it is.— DESCHAPELLES.

In the library or drawing-room a table is made, and A. says, as he looks over his thirteen cards, "I declare I don't know what to play;" and B. responds, "You would if you had *my* hand; it's awful;" and C. says, "Well, play *some*thing; I can follow suit to *any*thing;" and D. groans, "Yes, give us something. I want to get through with *this* hand." Not one of the party happens to hold three aces, three kings, three queens, and four trumps, and is not satisfied. They do not think that among them is distributed all the cards there are, and that it is by the best use of such as each may chance to hold, the great game is played.

Lord Henry, as "Cavendish" delights to call Bentinck, possessed, as *per* his biographer, two excellent traits: He was accurate in observance of the fall of the cards, and he made no distinction as to his manner of play with a partner good or bad. Of course neither "Cavendish" nor any of the English writers or players consider this latter qualification a recommendation, for there are shillings or pounds to be lost or won, and as we are not to suppose that the opponents would let slip any opportunity for advantage by managing their game

other than shrewdly, the only plan for Lord Henry to adopt, was to violate propriety in any manner in order to deceive them. With us, all three players would be at their best, and the poor player would, by their treatment of the game, be inclined to study it, as he, upon the playing of every hand, would be made sensible of his errors. But in other respects Lord Henry was an uncomfortable companion. His pretence that a player who had once led from a plain suit could not afterward, in the progress of the same hand, call for trumps, is absurd. "Cavendish" says it was of no use arguing with him, so he let the matter drop. Another man in Lord Henry's place, after "Cavendish" had lost three or four tricks by his silly play, would have received a reprimand not readily to be forgotten.

People in general entertain strange notions concerning whist. Many say, "Oh, I don't know much about the game. I only play for amusement. You must not expect me to know about it. I have n't the time." As well to say, "Oh, I don't know much about the meaning of words. I only read for amusement, Ivanhoe or Middlemarch. You must not expect me to understand them. I have n't the time."

If a man who did not know how properly to sound a note, was asked to sing Schubert's "Wanderer," would he accept the invitation? If he did accept, would his singing be a success? But he daringly takes up thirteen cards, each one of which in the great game that he essays,

> "Though it have no tongue, will speak
> With most miraculous organ,"

and does not understand which is the proper one to play. Consider the situation.

A gentleman writes: "It has been said that no man can appreciate the beauty of whist but the first-class whist-player. I really liked the game, as I once understood it, and had plenty of fun in taking tricks with the big cards, which somehow I almost always had the good fortune to hold. I had among my friends quite a reputation as a player, and we used to sit and do away with the aces and kings, and queens too, when these latter would run without being trumped, but always exclaiming at our ill luck when such catastrophe happened. One rainy day, last winter, two gentlemen were introduced to me at the hotel, and I proposed, as an after-dinner amusement, a game of

whist, naming my soon-to-be-obtained partner, and jocosely telling them we would show them a little about the game. Our aces and kings, very seldom our queens, and never any other cards that I can remember, took a few tricks, but 7's and 5's, and even 2's, called at the last of nearly every hand for what we had, and thought of value. I was never so bewildered about anything in my life, and so vexed that I would not ask for an explanation. But my partner did, and we were told of long suits, management of trumps, and the value of the eleventh card. I remember to have said, 'Why, then, it seems my partner and I have n't been playing whist at all,' to which I received reply, 'No, sir; you have been playing pictures.' . . . . I wish you to send me such books as I can read to advantage, for I hope in time to be of those who 'can appreciate the beauty of the game.'"

The good player, seated with an ordinary player as partner, is constantly misunderstood. When the first four cards have fallen, the good player has drawn his inference concerning the suit. When the next four have fallen he almost knows where are the other five. By and by, it may be, he leads one of these. A good partner would

know why, and also understand location. But the mere appraiser of so-called royalty will usually frustrate his intent. At such times the odd card, all arranged for, is put beyond his hope; and, at the close of the hand, his partner, innocent of having defeated a well-laid plan, will say, "I don't see how we could have played any better."

While the opportunity of playing the grand coup occurs to an individual player but once in a thousand or more rubbers, the chance of throwing the lead, parting with the proper card, giving advantage to partner, or forcing a lead of the adversary occurs in almost every hand. A. had the 9 and 5 of diamonds (trumps). The trumps were all out but four, and A. knew that C. had the 7 and 4. He also knew that C. held the 10 of clubs, of which he had the twelfth card, the 8. The score was 6 to 6. Each party had five tricks in this hand. A careless player would have thrown the highest trump, and lost the game. A., throwing the lead, and forcing the play, makes the odd trick.

In a book kept for the purpose of scoring, a player may have his record of points, games, and

rubbers, together with the name of place where played, date, and names of partners and opponents. A proper, simple mode of scoring, much in use, is as follows: —

B—— S Club——, Jan. —, 18—.

Partners change, and the next score is

A † represents the numbered hand in which a game is won, and a * stands for a rubber.

Ordinary players are desirous to go on with play, and jump conclusions. "Don't stop now to explain that; we have 'nt time; go on with the deal." That man will never make a whist-player. He is like the boy who, when he meets a word that he cannot pronounce, or does not understand, skips it. Whenever he comes to a hard place he will play "something," and trust to luck. Did he but know that the beauty and worth of the game lies in knowing just what to do at those trial times! but he will never know it.

Cases are exceptional where leads from short suits, especially of two cards or a singleton, can be proper. But such cases do occur and it is keen judgment that readily appreciates the situation and dares to throw the lead despite the rule. Grand coups deserve no more credit than grand leads. A brave player in certain cases takes the responsibility of the game from the start, and if he has a good partner to quickly read his meaning and to assist him at any sacrifice, he will win by a series of brilliant play that would electrify a mere follower of book-rule.

Play over illustrated games and note all the explanations for their conduct.

Study all written maxims with the cards placed before you in the situations mentioned.— MATHEWS.

You will not hold the same hands at the table in regular play, but you will meet with situations similar.

When a player has committed a series of puerile mistakes during a rubber, every one of which is referred to as bad play in whist books, and then announces with an air of triumph that he never read a book on whist in his life, it is rather disappointing for his partner to inform him that his style of play indicates the fact.— DRAYSON.

In the overplay of the hand see if you can improve upon the play of partner or opponent for reasons that either might have had, governed by the knowledge of the play as it progressed.

It is not well to lead trumps from an utterly doubtful suit of trumps. For instance, holding k., kn., 7, 4, or qu., 10, 6, 3, better lead a plain suit, for you may lose every trick. In this matter of trump-playing, regard must be had to the fact that in Short Whist there is always place for the ascertainment of honors; but *you* are obliged to make points. And the number of points that you have to gain gives freedom for finesse.

The call from your partner to you or by you to him for trumps is by the play of an unnecessarily high card upon a plain suit led and after, a lower card, or by the discard of a card higher than that afterward discarded. The echo is made by the same mode of play. If you have five trumps and not ace, k., at the head you lead the penultimate as in plain suits. If your partner has four trumps he makes it manifest, unless he takes the trick, by

the throwing of a small one, and after, one smaller. If he takes the trick and then plays a very low trump you may infer that he had four originally or that he has no more. The proper leads of trumps have been given. Should you lead a low trump through k. or qu., turned on your left, and your partner takes with kn. or 10, having but one more, he may not return the lead. You then have it at option upon obtaining the lead in a plain suit, of playing again either through the turned trump or of attempting to take it.

"If your partner leads a certain card you are justified in finessing deeply, or if he leads from desperation." How are you to know that he leads from "desperation"? And what has desperation to do with whist? The cards are to be played as well as the player knows how to play them, at any and all stages of the game. You cannot deal a hand to a good player which he will not consistently play from first to last.

No man takes up twice the same hand, perhaps never takes two hands that have close resemblance to each other, save only in the numbers of the cards

that form the respective suits. Leads may be ordained for him, but by and by, as the hand is being played, there comes a choice between what is most proper to be thrown. The good player is conspicuous here, and his action must be read and understood by his partner. What made Deschapelles "the finest whist-player beyond any comparison the world has ever seen"? The doing of those strange deeds of finesse, to the depths of which no book logic can reach. His was a brilliant, daring game. As the position of the cards developed, he planned for their fall. The platitude of an ordered game was not for him. Let us have an illustration. Lecon., p. 22: "Seven rounds were played. It was his lead, and he held tierce to a king in clubs, the 7 of spades, the queen of diamonds, and the last trump, a small heart. He must have all the tricks. The king of diamonds was with his adversary. The king and queen of spades had both been played and made by his left-hand opponent. The ten and another diamond were with his partner. Four spades were out, but not any sure intimation of their whereabout. Clubs had been played but once, and the ten had taken the trick. The book-player, if indeed in his monotonous following out of suits he could have arrived at such a crisis, would play the knave of clubs, and if his partner

played properly he would have won the game. But Deschapelles threw the trump. On it his partner, who saw that the club sequence was the cause, played the ace of clubs, and Deschapelles read the reserved tenace in his hand. He led the spade, which was taken, and the ace returned by his partner. Upon that he threw the queen of diamonds, and to the four of clubs next led he played the knave, and then the king and queen."

It is the manner of play to which we call attention. Men must remember and must plan, who play with such as Deschapelles. The details of whist are not microscopic but kaleidoscopic, and the illimitable changes must be noted as they go. A sketch of one of Deschapelles' beginnings follows. He held:—

Ace, king, 4, 3, *diamonds.*
King, queen, 8, 6, *clubs.*
Ace, 7, 4, 3, 2, *spades.*
10 *of hearts turned to his right.*

He led the king of diamonds, which took; then the king of clubs, which took; then ace of spades on which his partner threw the king, and Deschapelles at once followed with the 3. Where is Mr. Pole with his "theory"? What shall "Cavendish" and "J. C." say to this? "Avoid changing suits."

"Never force your partner if weak in trumps," *and he had not one.* At our imitative English Short Whist Clubs the ace of spades would have been loyally played at first, then, frightened by the fall of the king, the leader would have thrown the king of clubs or king of diamonds, that suit to have been kept uninterrupted so long as he had to lead it. B. (Deschapelles' partner), holding queen, knave, and ten of spades, took with the 10 and led a trump. Three points were required and made, the last trick taken by the queen of clubs. There is more of life and interest in such a game than in an hundred that plod on with three cards in succession of a suit until it is exhausted, and the thirteenth held to come in after the trumps are out.

It would seem by the tenor of the foreign books that in many assemblages, a man who knows little or nothing of the play may "cut in" with good players and insist upon being one of four. It would also seem that no objection is made, or perhaps can be made, to his course. Such an one, we should think, must be ready to brave unhappiness, if we are to believe the stories of the manner of reception with which the individual meets. We are led to think that, as his money is as good as

any one's, he is let in to take the chances of losing it, and that in order to keep it on the one side, or to get it on the other, all sorts of devices and tricks with the cards are justifiable.

"When, however, the partner is unobservant, the rules should be *systematically violated*, as one of the best means of mystifying the adversaries."

Standard Whist permits no such foolery with principle. The game that tolerates such departure from rectitude is not for us to play.

To the practice of "calling," objection has been made because it is said to be a signal so definite. It is no more so than many others. Whist is cards at conversation: *they* speak; not the players, except through them. When an ace is thrown away, it says: "The king and command remain." When a knave is thrown second, it says: "The queen wants the next trick, if you take me." The call and the echo are proper plays, informatory to all, to be obeyed by one party and resisted by the other. The call is easily learned, and is more common in practice than many whist signals. It is more abused than many. Some parties in its use can not avoid, as it would seem, accompanying the

making it with an earnestness not attendant upon any other play. All this is wrong. The partner sees, and knows, and remembers what is played quietly; the better the partner, the less necessity for affronting his common sense. The call is made not only at the beginning of the play of the hand by the fall of an unnecessarily high card among the lower ones, and then a lower, but it may be made at any time during the hand, and by cards of any denomination. The qu. and then the kn. upon a lead, is a call, as well as the 3 and then the 2; and the discard is equally effective. A 5 thrown away, and then a 4, is a definite call or echo. You signal in one suit for the play of another. Certainly, for if it was *that* suit which you wanted, you are playing it now, and may throw what card you please. You ask for trumps, having many and wanting advantage. Your adversaries are not deceived. It is a signal that requires two rounds to complete. You read other signs in single plays. If you play a k., and change the suit, the inference is you have ace and kn. If you, second hand, have a knave and 5, you throw the kn., hoping that the leader will change his suit from k. led. The playing of a high card in such manner, and afterward the lower card, gave rise to the general admission of the trump-call tactics.

You should practice sorting your hand quickly so as to be ready for the lead, and to have formed some estimate of the value of your hand before the first card is led. By forming an estimate of your hand, I mean that you should note how many tricks you are almost certain to win, how many tricks you may possibly win, then having noted the score of your adversaries and your own score, you know whether you can save the game in your own hand. If *you* cannot do so, you must remember how many tricks you require from your partner to save the game between you. If you are certain that you can save the game you may run some risk to win it, but you must be most cautious, as the state of the score alters the style of the play.— DRAYSON.

Your partner's hand and your own are to be played in common, as near as may be, and if you have not strength to maintain independence, to ascertain how you can be of service to him is of the first importance. Let us take an example to ascertain what would be the value in the regard of a good player, of a hand easily condemned as worthless by those who must hold high cards in order to have their interest enlisted. The score was 6 to 6. D. dealt, and turned 9 of clubs. A.'s hand was 10, 8 6, 5, 2, hearts; 7, 4, 3, spades; 4, 2, diamonds; kn., 10, 8, clubs. A. led properly the penultimate of hearts. B. took with qu., and led the 5 of clubs. D. played 7, A. 8, C. 2. A. led kn. clubs, C. 3,

B. k., D. 9. B. ace clubs, D. qu., A. 10, C. renounced. B. led ace hearts, and his two trumps gave him the odd card. B. knew that A. led from his long suit, and dared finesse, but not return the ace. He also knew by A.'s play of 8, then kn., that A. had no higher than kn. in trumps, and that he held the 10. If A. had argued, "I have no cards that are worth anything, it matters not what I play," he would have found the diamonds on the one hand, and spades on the other. D. would have thrown his last heart on his partner's play of spades and trumped the heart led him for that purpose, making the odd trick and game, in place of losing both.

A. and B., 6; C. and D., 5. Eight rounds have been played. C. and D. have six tricks. A. is to lead from 7 and 6 of spades, 10 of hearts, and 9 and 4 diamonds, trumps. Now, as A. says, C. and D. have all the luck, and it can make no difference to him, A., which of all these cards he plays. There is a higher trump than his somewhere, and the sooner he gets rid of these small cards and has a new deal, in which he hopes for aces and kings, the better. Of course this game is lost with his little cards; he can do nothing to prevent it. By the score, if he consulted it, he would see that he

wants all these tricks to make the game, but he does not know that by his proper play he makes a coup far more complimentary to himself and his partner than was effected by the taking by high cards of his two earlier tricks. He leads the 4 of diamonds to call down the last trump; then he can trump a club if it is led to him, and that may keep the others from going out; and, as he says, is all there is in this hand. He is surprised to see his partner's 10 fall on the 4. His partner leads ace of spades, and then a club, that is trumped by A., who then leads the other spade. The k. is played by C., who leads ace of hearts, and the game is won.

Now, let us put the cards in master hands. A., knowing that B. played kn. second when led as C.'s best suit after clubs had run, plays the 7 of spades. B. finesses qu., and returns ace, taking k., then leads a club, which A. trumps, knowing, as he should know, that B. held the other trump, and no heart. A. leads the 10 of hearts; B. trumps, and returns club, but not the best, which A. takes with last trump, and A. and B. win every trick and the game.

Be very careful about your second or third hand play, when long tenaces are over you at your left.

Thus, holding qu., 10, 4, play 10 and draw k. If fourth player holds ace, k., and 8, and is obliged to lead, you make the qu. If you play the 4, you lose all the tricks.

Look over good players; but, though in liberal Clubs the liberty may be accorded you to see all, see *but one* hand during a game. You cannot trace the action of a single player, if curiosity to know more of the condition of things than he does, induces you to ascertain the situation of other cards than he holds. The law that governs a proper table will not allow you to see but one hand, for the reason that bystanders, passing about behind the players, may confuse their game. Watch the one play, and try to understand the reason for it in detail. If you do not understand, ask the player, after the hand is played, to explain. There is no good player who will not gladly give explanation.

The following specimen of fraudulent intention, "Cavendish" styles "a very clever thing." "A. once did another very clever thing. He became a member of a play Club where there was a by-law that if honors are scored in error the adversaries may take

them down and add them to their own score. As a new-comer he was courteously informed of the existence of this by-law. 'Excellent rule,' said A., 'capital rule,' and sat down to play. After a hand or two his score being three to love he lost two by cards and observed smiling to his partner, 'Lucky! we just saved it.' The adversaries concluding from the remark 'just saved it' that they were four, marked four without further consideration. But as soon as the score was marked, A. innocently inquired, 'were you four by cards that time?' 'No, two by cards and two by honors.' 'Honors were divided,' said A. blandly, and so they were. 'I think you have a very proper rule here that under these circumstances we score two. Partner, mark a double.'" A pleasant little cheat worthy of old Fagin. They call this playing whist. in London.

It was at a practice game, and all were privileged to talk. A. took up five cards of a suit, four of a second suit, and four of a third. He had not a trump, and immediately played one of the five suit. "Why did you throw that card?" a friend asked. "Because it is according to rule," said A. "But you have an odd trick to gain." "Yes, I

know that, but I must take the risk as to how the cards lie." "Very well; I always take my own hand into consideration," said the other. A. had led from a major tenace, made not a trick in the suit, and the opponents won the card. A. persisted that he had played correctly; the rule said, "Lead from your longest suit," and he always did so, win or lose. His friend remarked, "It is an easy game to play." The issue of the hand by another lead was shown to be the gain of the trick, but A. insisted that it was better to lose by rule than to win by calculation.

Be punctual to the instant in an appointment for whist. Remember, if you are fifteen minutes late, it is not the loss of that time for which you must apologize, but for the loss of the forty-five minutes of the time of three other men.

Whoever would like to talk but a little even, at a whist table, must recollect that whatever he would say can be reserved until after the hand is played, and that though one only speaks, three hear, and each of the three must be more or less disconcerted in his own plan of calculation.

As to the time within proper limits (unless such time has been set), for the breaking up of a party, courtesy gives to the losers of the largest number of rubbers, the right of decision.

You cannot play whist hurriedly. You have too much work on hand. Haste makes waste. You must take time for thought of all that is being done. Play deliberately, endeavoring to use no more time over one situation than over another, for hesitation, at one time more than another, is unwarrantable.

Hesitation exposes the hands, and directs the opponents.— HOWLAND.

When trumps are out, or all that are in play are in your partner's hand or your own, it is known that the play of an unnecessarily high card, and then a lower one, does not mean a call for trumps, but it does mean that the party so playing has good cards in that suit. For instance, hearts trumps, and exhausted; your partner plays k. of clubs, you 7. He follows with ace, you play 6; he knows you have the qu.

In shuffling, one of the best modes, usually called the whist-shuffle, is to throw a part of the cards from the right hand among the rest of the pack in the left. Care should be taken that none of their faces should be seen. Never stand a part of the pack upon the table and force the rest down into it; by so doing you cut or turn the edges.

In dealing, keep the cards level in the hand from which you deal, and point them downward when thrown.

Some so-called players, at Clubs where talking is allowed, ask, "What is trumps?" Such men, as well as those who habitually play out of turn, revoke, or expose cards, want to see the last trick, and to know "Who dealt?" should go home and study — the cards placed before them, and the books of direction within easy call. They should not belong to a Whist Club as players, any more than boys who cannot remember the multiplication table should serve as auditors in the settlement of arithmetical accounts.

"What should be done when you have a 'poor player' for a partner?" ask "Cavendish," Clay, Pole, Walker, and all the rest. "Play false cards, deceive yourself, deceive your adversaries," answer "Cavendish," Clay, Pole, Walker, and all the rest. In London do you call that playing whist? Do you not think it would be more manly to play true cards, to preserve your honor, and not to do trickery? Would it not be well to say to this poor partner, "We will teach you if you will study; if you will not learn, you must not interfere with our game."

Some of the objections that we make to Short Whist and its practice are as follows, viz.: —

It is a short game and is played for money.

Talking is allowed at the table.

"Honors" are counted.

It advises rules that assist a short game to its completion.

It is largely indebted to chance rather than skill for results.

A lucky hand may successfully oppose a hand well played.

There is constant trouble and dissatisfaction about its laws.

Bystanders are referred to in settlement of difficulties.

Some of the laws are rigorously enforced, as well as they can be understood, among good players, but violated by common consent when a "poor player" sits down with the good players.

When so-called good players purposely avoid or break a law, as the one concerning revoke, they are not only tolerated but excused in the repetition of the offence.

Bystanders openly bet upon the game and with the players.

From the facts of its speed in play, dependence upon luck, value in picture cards, and non-observance of silence, it possesses, as does any other gambling game, especial qualifications which do not belong to American or Standard Whist. When used for gaming purposes it is popular, since it owns so many features upon which wagers can be laid, as well as upon the result of game or rubber quickly decided. When played in this country and at Clubs and elsewhere where gaming is not allowed, it has the merit, in common with many other games that are made to contribute to an evening's pleasure, of being conducted in accordance with a set of rules which approve its brevity and license for occasional remark; and with or-

dinary care and calculation it forms a pleasant amusement, harmless, and in many cases, unprofitable. If played with the vigor that characterized the French game and the shrewdness which some of the fine English players use, it is incomparably the best of all the short games at cards. But it must always be borne in mind that it was *Long* Whist, which for more than a century monopolized the attention of the best of the card-players, and enlisted in its amplitude for calculation, the earnest attention of superior men. For gaming purposes alone it was taken from its high estate, and for gaming purposes alone, it holds its mimic court in Europe. In the olden form, each party had its opportunities in almost every game, to combat with the fortune which in the previous hands the opponents had embraced, and the scale might at any time, by the result of a new deal, be turned against the partial winner. Hand after hand was frequently played before the game was won. "One or two rubbers," says Charles Lamb, "might co-extend in duration with an evening." Now

"A pert player with his hundred bet"

may at the very outset of a game throw down his hand and claim the stake.

There have been improvements and inventions

These apply to Long, better than to Short Whist, because it is the nature of whist to demand time for the settlement of its advantages. What we dislike in Short Whist when it is ever so fairly offered is, that at the moment of its presentation of attractions for our mental delight, the merest chance may obliterate them all. That is not a game that is not played.

Formerly all the "honors" must be held and all the tricks but one must be taken, if in one hand a game was won. With but three "honors" and all the tricks, there yet remained a chance for redemption by the adversaries. In modern whist we put aside the "honors" and require that all the tricks must be obtained by one party, who in one hand shall win. This, as nearly as may be, equalizes the games in merit. It is a difficult matter at almost any time to make such a game in one hand, and it should be so.

I am tempted to quote from a letter from one of the best players in New York City. "What a delight it is to play American Whist! No noise, no talk, no contention! Plain count and common sense. Why, I can *think* now while I am playing, and, I assure you, I have recently thought to some purpose. C. and D., and B. and myself played five rubbers Saturday afternoon. B. and I won four of

them, but it was the hardest work I have done with cards for many a day. What a memory C. has! I never knew anything like it. At dinner after the play, C. said, 'you have beaten us handsomely, and the game is certainly the finest that can be imagined. No more imitation whist for me, be assured.' I tell you this because C. has been playing at the U— Club occasionally. I think he will play with us hereafter."

Since the announcement of this book a gentleman writes from Providence: "I hope that you will not commend the learning of American Whist to people in general, for some people can *not* hold their tongues. Please don't let these get hold of your book. American Whist is for solid satisfaction, enjoyment unalloyed with prattle, which at any other time than when I am playing whist, I am as foolish as anybody in loving to hear and take part in, but I want to hear a watch tick ten yards off when I am playing whist."

Mr. Henry Jones of London ("Cavendish") is the inventor of plans, and the acknowledged author and authority for all that is best in English Whist. Force of circumstances, as we believe, has led him to condone its gambling tendencies and to apolo-

gize for many of its errors. He is too great in play and possessed of too much good sense not to see and understand that the American game of whist is the grand game for him to play. He would use *other* games if money is at stake, and he would gladly know and play *one* game of skill. He is one of the best, if not the best of the players in Europe, and of whist he says: —

"A perfect game ought to excite such an amount of interest that it may be played for its own sake, without needing the stimulus of gambling."

And he makes this free confession: —

"Early in this century the points of the game were altered from ten to five, and calling honors was abolished. It is doubtful whether this change was for the better. *In the author's opinion Long Whist is a far finer game than Short Whist.* Short Whist has, however, taken such a hold that there is no chance of *our* reverting to the former game."

There is but *one* reason given by themselves, why "Cavendish" and all great players in London must sacrifice their honest belief to the prevailing fashion. "*The new game is found to be so lively, and money changes hands with such increased rapidity, that all the members of the leading Clubs of the day continue to play it.*"

Underplay.

Properly manipulated, underplay can be made serviceable. But probable success demands keen management. You hold ace, kn., 10, and a small card of a suit led by right-hand opponent. On his 5 you play the 10, and it takes the trick. Now, if you are strong in trumps, you may play the small card. You must consider first that your adversary led from four at least. You had four, and there can be but five in the other two hands. But C. has not k. or qu. D. cannot have them both, and you are justified in underplay. If your partner has k. (for C. will not trump his partner's original lead if he has no more of the suit), you, by the aid of your trumps, are to make all the tricks in your adversaries' suit. If it should be that you lose your partner's qu. to the k., the other tricks in the suit are yours. This is underplay from second hand. If the lead is made by C., and D. can play no higher than the 9, your lead of the small card is almost sure to be successful, for C. will not play k. second if he has it; it is his only high card, and he will play an 8 rather, and trust that ace will fall in that round. The closest figuring with reference to position will be requisite for the practice

of underplay. Every gain in it is by a coup, and not by common play. It is well sometimes to delay the lead of the suit until you have played a winning card. Then the small card makes for you a proper lead. "J. C." gives an example that may be called an underplay finesse. "You hold the k., with two or more small cards, and are fourth to play. C. has led a small card; D. has taken with ace, and returns the lead. You play a small card, and trust to your partner to take the trick. This he is very likely to do, unless original leader hold both qu. and kn., for, believing the k. to be behind him, he may finesse a 10 or 9 rather than play his qu. to what appears certain destruction."

False Cards.

We do not admit that there is a valid excuse for the play of false cards. If you hold qu., kn., and a small card of a suit, of which your right-hand opponent leads the 10, and you argue that qu. and kn. in your hand are equal cards, and play the qu., you have deceived your partner, whom you lead to suppose that you have but one card beside qu. played, or that you have k. and another. You have certainly told him that you have not the kn. The English writers have uniformly con-

demned the practice of false card play, only excusing it when done to mystify an opponent, the partner not being well enough informed in the game to be deceived by the action. We do not understand in what manner the English players expect to teach their "poor partners" the correct game while they all the while practice upon their credulity. Our plan is not to play false cards, and not to deceive anybody. The more honestly the game is played by all, the more satisfaction is understood by all. A victory is shorn of its laurels unless it is fairly won.

The Eleventh,

So called because it is the best of three remaining of the suit, is sometimes a power, if you know that the other two are divided between the opponents. You give your partner opportunity for discard, and so learn what to lead him, or what to play to throw the lead. If the two are with left-hand opponent, you may force a trump from the right, who must lead to your partner's tenace. If the two are on the right, you compel a trump from the left, and your partner may discard or over-trump, as suits his hand. In case he discards, you have the last play on the next lead; and if instead he takes the trick, he does so for the advantage of the lead.

The Twelfth.

This is not necessarily the best of two remaining of a suit. When it is the best, and you know D. has the smaller, the twelfth will of course win, unless trumped by C. But you run a risk in playing this card, of a discard from C., that may very much influence your next lead. For this reason much care must be taken in the management of the twelfth. Drayson gives a fitting example. You hold ace, qu., and two small spades, and the twelfth heart. C. has two small spades, ace, k., and 2 of clubs. B. has three spades, qu., and small club. D. four spades and thirteenth heart. Clubs trumps. B. leads small spade, you win with qu. You lead twelfth heart. C. throws spade. You then play ace spades, which C. wins with small club, and makes k. and ace; three tricks to your two. Now, playing carefully, you reverse this, winning three to C.'s two. Play ace of spades, *then* twelfth heart, and it or your partner's qu. must make. Winning cards should be played before the twelfth card, if there is possibility of discard to your detriment. When the twelfth is the lower of the two, and the thirteenth to your left, the object of playing it is to throw the lead or make your partner play a high trump. He has

kept the run of the cards, and will know if you have a tenace. Holding the twelfth, while B. has thirteenth, is, of course, an argument for having all trumps out before playing it.

The Thirteenth.

The marked intention of the play of the thirteenth is to draw from your partner his best trump. He will know if this is your purpose, if there are several high trumps in, and will see that you do not want your best trump to fall with his. The thirteenth is played also to throw the lead for benefit of leader or partner. The partner must judge of the intent, and having seen what was played of his partner's best suit, may, if C. trumps, discard and make A.'s tenace; or, having one of his own, if C. does not trump, let D. take and lead. The thirteenth is not the best card to play, if trumps are against you, for you give the adversaries their lead. Nor is it best, if you have suit of which your partner holds best card, unless you know that suit must be led him by adversary. The twelfth and thirteenth cards, therefore, are important to play, or withhold, according to circumstances, and good players endeavor to make them of service.

Finesse.

A chapter on finesse can be addressed only to experienced players, since it deals only with the highest order of play. Finesse belongs not alone to the third-hand player, but to the second and fourth as well. It is because of the overlooking of opportunity for fine play that many a hand in whist degenerates into routine. The significance of finesse is expressed when two good players, as partners, manage peculiar situations. The finesse proper and the finesse speculative are nearer alike than are any other two forms of this strategy. A. leads 5 of spades, B., having ace and qu., plays qu. This is finesse proper. A. leads 10 of diamonds, and B., holding ace and qu., passes. This is finesse speculative. These two forms the ordinary player understands as readily as he reads the trump signal or the lead of k., then ace. The severer orders of finesse practiced by the good players are: First, the finesse obligatory. A. holds good diamonds, trumps, and k., 9, 6, 3 of clubs, and leads the 3. B. takes with qu. and returns the 8. A. knows it is B.'s best card, and that the ace and kn. or 10, if D. plays a low one, are on his left (if D. renounces, they are all with C.), but he must pass the 8, or not have a trick in the suit, or the card of re-

entry. Second, the returned finesse, on the lead of the left-hand adversary that may continue to the peril of several tricks, and, under some circumstances, on the lead of either adversary, when it may be assisted by underplay. A. passes D.'s 10 led, and, by-and-by, leads, through C.'s minor tenace, the same suit, to be taken by B., and, whether C. afterward leads back to D., or B. leads through D., the return, unless against certainty, gains the trick and the lead. Third, the finesse on the partner, to result in the command of a suit, or in the attempt to make a trick, or in the establishment of a suit in which he has strength. Fourth, the finesse by trial. If D. leads 5, and A. plays 9, and C. ace, when D. next leads 7, A. can safely play 10, retaining the qu. or k.

Your partner having made a successful finesse in a suit of which he holds high cards, will not return that suit, thus: A. has led 8, C. has played 6, B. takes with kn., and retains ace and qu. Of course the k. is not with D., and if B. has good trumps, he is to make two more tricks in the plain suit.

Finesse is often deep to save a game, and especially in trumps near the close of the hand. If trumps are not played until late, the result of their proper use in the hands of good players is some-

times startling. An ordinary player, hurrying the play, will disconcert schemes which he does not know how to plan or to second.

The following up of the advantage of the finesse made by B. is incumbent upon A. If B. takes a trick in trumps third hand with the 10, holding ace, kn., he should not lead the trump in return, but a card of a suit for A. to take, who should again lead trumps. Finesse is also instrumental in gaining two tricks by the relinquishment of one; and it is made effective when with several minor cards in play, and the situation of one or two is doubtful, third player, holding, it may be, qu., 10, 7, plays the 7 on the lead of the 2.

The knowledge of a previous discard oftentimes directs successful finesse. Second or fourth hand, holding good trumps and good cards in a suit led, may make a large score, if he understands the return finesse, while a player bent only on taking each trick as it seems possible, would make a loss.

There is no part of whist so inexplainable as the varieties of finesse to the ordinary player, who, carrying but the lesser considerations of the hand in memory, will innocently interfere with the action of a finished player, and never understand in what manner superior skill would have made the cards which he holds of great service.

It is not essential that, after the finesse obligatory has drawn the largest card from fourth hand, third hand should hasten the getting out of trumps; his partner will take in the situation, and is assisted in his count of the hand.

Finesse may be made by the lead or by any other play, and at any stage of the hand. The cards are conversational, and, by the will of experienced players, they are made to speak a various language. There are occasions upon which it is no more a matter of propriety that the first card led should designate four or five of the suit in hand, than that a man, who would hold common converse, should first cry out in his loudest key. Certain set leads are easily learned, and *must* be learned and appropriated by all ordinary, and at times by all good players, but these are made upon proviso. If certain named cards are held, they may be thrown, according to written regulation. But when combinations that cannot be anticipated are held, and the score is to be considered, the rule of lead or follow is of the brain of the player. And the interpretation of it is of the brain of the partner. "J. C." has said that the worst fault of which he knew in a whist-player was the playing for his own hand alone. But he said *that* a dozen years ago, and with all the sad detail of a freshly con-

cocted code of curiosities, called laws, staring him in the face. Certain signs and significations *must* be given, and given early, in the new short game that was to be *ruled* into life. Of a much braver nature was he, who, having invented the call, regretted such manifestation of his ingenuity, since its practice gave less scope to his own powers of calculation.

The lead may be a finesse at a nice point of the game. A. has 9, 7, 5, 4, spades; the 8, 6, and 3 are in play, their location indefinite, save that B. has led 10, and qu., k., and ace had fallen. The kn. had been thrown away, perhaps the beginning of a call, by C., as he afterward led trumps, but probably his only spade, and the 2 had been played by D. on trumps led. It is known that C. and D. have all the best clubs, and that B. has low clubs. Diamonds, trumps, are exhausted. It is A.'s lead, and he wants all the tricks. He places the 8 and another spade in his partner's hand. There is no alternative; he must lead the 7. If C. renounces, and B., holding 8 and 3, or 8 and 6, made the error of throwing the lowest on A.'s 9, should he lead that card, A. and B. can have but one more trick. A. must insure the lead, whether B. plays the 3 or 6, or takes with the 8, and returns the 3 or 6. The finesse is against the possible 8 in D.'s hand.

The fine play allowable in finesse by the latitude of American Whist is all unknown to the player of a diminutive game, who must quickly count tricks and stand in fear of "honors." Still, it is evident that the advantage to be derived by ingenious plans is understood by scientific players only. Constantly the occasions offer for the exercise of calculation, and as constantly would the well-arranged schemes be frustrated by an unlearned partner. That is why American Whist must be studied to the gaining of information beyond what any other game can demand. To a fine player of finesse the language of the cards thrown by his equally good partner is in disguise to an adversary, but capable of interpretation by himself, thus:—

A., B. 6. C., D. 3. K. c. turned by D. C. holds ace, qu., 10, 8, 4 h., ace and three small clubs, ace, k. s., and two small diamonds. A. leads 2 of hearts. C. infers that A. has three trumps, even suits, k. or kn. h., and two others, and sees that if D. can make one trick beside the k. c., he may win the game. C. plays 8 of hearts, reserving double tenace. A quick whist would play qu., but if the k. and another are with B., and kn. and two others with A., both k. and kn. will make. C. knows that k., kn., and 9 are not in A.'s hand, and that A. led from four. If B. takes the 8, and re-

turns the suit, C. must have command. B. takes with k., and plays spade. C. takes with k., and leads low club. D. takes with qu., and, holding k. and 4, instead of returning trump, remembering the fall of the cards, sees A.'s probable finesse for the game, and leads 9 of hearts. C. takes with 10, finessing against possible kn. in B.'s hand, leads another club, and C. and D. win ten tricks and the game.

Third and fourth hand finesse is sometimes by one player, in a single hand, finely played. Score, 6 to 6. C. turns ace of clubs. A. holds ace, qu., 9, 7, 6, 2, hearts, k., qu., 5, 3, clubs, 8, 7, 5, diamonds. B. leads 10 hearts. This must be from k., kn., or from three cards. D. plays 5, A. throws 6, and C. takes with k. C., with major tenace in spades, and suspecting call of D., leads 4 clubs, holding ace 10, and 8; B. 2, D. 9, and A. 3. D. returns the 7, on which C. throws ace and returns 8; A. takes with qu., draws the last trump, and makes five tricks in hearts, the odd trick and game.

The lead of master cards, or of singletons, is not systematic, since sometimes neither are held.

There are but two systems in whist. The one is the long-suit play, and everything is to be sacrificed to its demand. The other is of situation, admitting all modes of brilliancy in play, and

chief among them the practice of finesse in variety. The one peremptorily orders your play; the other would take counsel of your judgment. The one proposes *instanter* to take your partner (and, per consequence, your opponents) into your confidence. The other would have partner and adversary consider your plans as you see fit to unfold them. The one is short and simple, handy for hazard and pleasant for pastime. The other is long and intricate, ingenious in incident, and fruitful in finesse.

Trumps.

Trumps, the artillery of the hand, are not required, as a general rule, to do service as often or as regularly in the early part of an engagement by American as by English Whist. They act as our reserve, in many instances. By the foreign regulation, a player holding five, leads a trump at the first opportunity, or calls for one to be led by his partner. Holding six, he leads trump without allowing any consideration but the performance of that duty to possess him. Having drawn the trumps from his opponents' and partner's hands, if he or his partner have good cards to make, they can be made; if they have not, the making of the adversaries' good cards may, in part, at least, be

prevented. In the first place, save that it decides a short game earlier, bringing out the "honors," and making useless further strife, the play of trumps, at the outset, from five or more, does not, in a majority of cases, win more tricks for the player than will their proper husbandry and use. If you will play twenty or fifty hands in duplicate, you may ascertain this fact. In the second place, unless there is reason for such action, it is very cheap whist that only takes advantage of such manner of fortune, and always in the same set way. In the third place, the making of a long suit is not the only important consideration in the tactics of a first-class player.

It does not seem like a generous employment of power. If the gain that is made by this dog-in-the-manger policy can be assured in no other way, it is justifiable; but as trumps must take tricks, unless themselves taken by larger trumps, it is considered politic in our game to ascertain for what purpose we are to expend them, before putting them to use. Merely to take away all the opponents' trumps, if it can be done, and then to throw a card at risk of partner's holding the best; or to draw the trumps, and after, make some high cards on a long suit, is legitimate and probably very satisfactory to those who are always striving to

bring about such a result. But we think that we see something better and more creditable to accomplish. "Cavendish" says:—

"It cannot be too strongly impressed that the *primary use of strength in trumps* is to draw the adversaries' trumps for the bringing in of your own or your partner's long suit. With great strength in trumps, five or more, you may proceed at once to disarm the opponents, and lead trumps, without waiting to establish a suit."

If the largest number of tricks can be made by at once leading trumps, that is the way to play. We object, however, to the advice that makes the *primary* use of trumps subservient to the most hostile intention. Adversaries at whist are not enemies. We would fairly win or fairly lose, at any rate we will fairly play. The first use of trumps is their employ to make our tricks. If we can make them serviceable to that end, although we lose a trick or more to our opponents' trumps, and we by skilful play make more than we have lost, and it may be more than in a defiant game we should have made, we have used our trumps to best advantage. We confess that there are few coups that please us more than those which put their veto on an ambitious lead of trumps by a

player holding four or five. Game XXXVIII. in "Cavendish," illustrated p. 214, in which B. holds the game (he wants but one point) in his own hand, and throws it away, is an impressive example. It is the plan of the English player to draw trumps and make the long suit. It may be said to be his only plan. Supposing that this was the best part of whist, and worthy of all acceptation, which is not true, did it ever occur to you that the attempts to bring in long suits were generally foiled by able players? If you will think a moment, you will remember that *each* player always has a long suit, and you must be aware that each player cannot make it; in fact, that only one of four can be made, and not *that one* sometimes is rendered available. While you are endeavoring to arrange for the trumps to fall to please you, the adversaries are quite equally determined to hinder such result, and if so be that the power is in their hands, you may have lost all chance for making good use of the trumps that you hold. A thirteenth card is sometimes made, but not very often, and the longest suit held at the table, as a general rule, is thrown away by piecemeal, very reluctantly, but very uniformly.

"Cavendish" gives us thirty-eight illustrated hands, and the long-suit system in play is, in them

all, scrupulously intended to be carried out. But the longest suits that are held by the respective players are not the successful ones. Even when assisted by high trumps they do not always win the tricks. It is true that each game is laid out for a purpose, and the play conforms to an illustration, still the long-suit plan is constantly adhered to. The games are not well played in many particulars. It is not of that, however, that we now speak, but only that very many of the attempts to bring in the longest suit fail utterly. In hand VI., Z. has six spades, and does not make one of them. In hand VII., A. has seven spades, and does not make one of them. In hand VIII., A. holds five trumps and six diamonds, and makes but one diamond. In hand IX., Z. has six diamonds, and does not make one of them. In hand XII., B. has six clubs (trumps) to help six hearts of his partner, and loses the odd trick. In hand XIX., A. has sexieme to k. in clubs, and by the play makes two, although, had Z. played properly, he could have made but one of them. In hand XX., B. has six clubs, and makes but one of them. In hand XXI., Z. has five hearts, and does not make one of them, although he has quart to k. and two more diamonds (trumps). In hand XXII., A., with eight hearts and seven trumps, headed with ace and king,

in his own and partner's hand, makes but a single heart. In hand XXVIII., Z. has six trumps and his partner two, the k. and qu., and five clubs, and does not make one of the clubs. In hand XXXI., B. makes three tricks out of six hearts, but it is because of Y.'s bad play. In hand XXXIII., A. has six spades and with five of the best trumps in his partner's hand, and k. and another in his own, does not make one of the spades. In hand XXXIV., B., with seven clubs, does not make one of them. In hand XXXV., A., with six diamonds, makes but one of them, and his partner, with six spades, does not make one of them; and in hand XXXVI., A. has five hearts, and B. six diamonds, neither of which take a trick. What was sacrificed in these different hands by the rigid conformity to system, which the rank and situation of the cards did not warrant, will be shown by the play of the same hands in illustrated American Whist.

It may be said, some of these were suits of small cards, and could not win; true, and some of them were master cards and did not win. It may also be said that the opposing parties made some of their long suits; but the longest suits that were held in these hands did not make. We only care to show that the attempts to make long suits fail as frequently as they succeed, that it takes two

long suits to make one successful, and that not always can one be established by the aid of the other, and, in brief, that there are other matters to be considered of as much consequence in playing whist as the bringing in of long suits. The peculiar long-suit play belongs more to Short Whist than to Standard Whist, as the brevity of the game needs swifter information from partner to partner. We are not unwilling to use more ingenuity than Short Whist demands, to draw inferences from deeper and better play and plans than such as can be too quickly revealed, and to be rewarded by results that we have earned by management. If it is best instantly to say to our partner by playing k. of diamonds that we have ace or qu., very well; but if we do not care to announce to him that we have seven or eight trumps, that is also well. When the hand is played, place the cards, and by the early-communication plan make one more trick than we have made, and you shall have credit for better play than ours. If men play whist for the rattling fun of the thing, A. may throw a spade, then C. a heart, then B. a club, then D. a diamond; each swiftly announcing, "I have four or five of that suit;" but if they play it to elicit the beauty of the game of combinations, they may at certain times make necessity for partner and opponent to use

their sharpest wit for the unravelling of their purposes. At a practice-game of experts, B. asked: "Why did you play the kn., the best of three, when you knew by my play that I had the best club?" "Because, now that you have taken my knave, you have played, not your best club, which you will presently need for re-entry, but a trump that I wanted you to lead to me, but which I did not want to lead. Now we will take every trick." And so it proved.

The struggle made from the beginning of the play of the hand to bring in the long suit, full oftentimes results in the overthrow of the plan itself, and the success of a similar suit in the hand of the opponent.

The conversation of the game may be direct or ambiguous. The good partner is not desirous to be assured concerning every play. The interest would cease if calculation was ignored. The order of lead and follow, for which Short Whist has taken out a patent, and the five-trump-lead, no matter what comes of it, are properly mechanical, and suit an ordinary hazard game that hopes for "honors" and for luck to hasten it. We think that "Cavendish" is right in recommending the absolutism of trump play, for his is a short game, and he has the stakes to consider for himself and partner. Advan-

tage gained in *any* way is the rule in such a game. In American Whist it is not our purpose to wreck another hand, whether or not we are to be gainers by such course, but rather by management, whose influence extends to all the hands, to induce the play of others to inure to our benefit.

Every player will approve the ingenuity of Deschapelles, Clay, and "Cavendish," in their advance management for gaining tricks when the hand is half-way played, and when the ordinary player cannot understand their intent. What shall we say of him, who, on taking up his hand, plans and plays his game from his first lead with a precaution and finesse that sets all common rut-rule at defiance? And if the routine player is to have credit at the beginning of a hand for invariably leading in a specified manner, right or wrong resulting, is he who by shrewd tactics draws all the three players to the assistance of his plan, to receive no applause?

In this connection we give an instance of play. It is a new game, there is no score. B. has turned 9 of hearts, and D. has played 4 of clubs. A. holds k., 10, 7, 6, 3, 2, clubs, kn., 8, 6, 5, 4, 2, hearts, and ace spades. Now the book play is to begin the call for trumps. Short Whist would tolerate no other play. But A. is a fine player, and proposes

to be master of the situation. He knows D. will not lead from a four-suit major tenace. He also knows that D. has four clubs and not five, for D. has led the lowest. A. does not want trumps led to him from a low or a short suit. If the high trumps are against him, they must make; but with his hand and a club lead from the right, he marks out his course. Between C. and B. there can be but three clubs. The 9 may be B.'s only trump, and it must not be called. It is not necessary that his partner should at present know how many trumps he holds. He is sure of his own game, as he believes, and his partner may play as he pleases. He threw the 2 of clubs, C. kn., B. ace. The queen then is with C. or D. B. played ace of diamonds. Then he had not the small club, or he would have returned it through the strong suit. A.'s play now is, that qu. of clubs, if there, shall fall on his left. He threw ace of spades upon the diamond. An ordinary player would have thrown a low club. B., if holding but two trumps, will play a spade to what he supposes A.'s commanding suit, but knowing that A. must be strong also in clubs or hearts, for D. cannot have both k. and qu. of clubs, he secures one round of trumps. Noting that the 4 nor 2 falls, he knows A. must have one of them, and so four trumps. He continues with the ace, and qu.

and 10 fall, and the 4 nor 2 does not. A. then has all the trumps. B. plays the low diamond, A. trumps, leads low club, qu. falls, B. trumps with 9, and all the rest of the tricks are A.'s, the thirteen made in one hand. This is whist which Mr. Pole's "theory" cannot anticipate. It may be said that the plodding game of calling for trumps would have contributed to a similar result. That might have been as the cards happened to be held, but it would have exhibited no such fine play. The way to play the hand was the way in which A. played it. It is deep play, however, and such players as A. could show our English cousins much of this kind of work that would seem marvellous in their eyes.

The hands are given, that the play may be better understood. D. led from 9, 8, 5, 4, clubs; 7, 5, 4, 3, spades; k., 8, 2, diamonds, and qu., 3, hearts. A.'s hand has been given. C. held k., qu., kn., 9, spades; 10, 7, hearts; qu., kn., 10, 5, 3, diamonds; qu., kn., clubs. B. held ace and four small diamonds; ace, k., 9, hearts; ace clubs, and four small spades.

It may be inferred that all were good players at this table. It would not do for B. to make the mistake of playing the 9 of hearts after taking with the ace, for D. would have made one of his

clubs, as he could understand that he had better give away k. of diamonds than 5 of clubs.

The beauty of whist-playing does not consist in making long suits, but in creating and conquering situations. The finest situation is when your opponents play for your benefit, you having planned the course that they must take.

The English rule, "Do not force your partner if you are weak in trumps," is one that finds small favor in American Whist. It is one of the very reasons *why* we force him when we have ascertained that he has signified no strength. If he is weak in trumps, and I am weak also, shall I not give him a chance to make one of his small trumps, while I know that when the opponents lead, we must both surrender at discretion? The book-players have an idea that the rule is of value; that if they lead a card for partner to trump, it may do him injury. To one of them, who wrote me a kind letter on this subject, I made answer, which, as it expresses my views, I copy: — The fault with the English book-players is, that they play *all* English book. It does not seem to occur to them that the partner need not accept the force. If he has a tenace he throws the lead; if he has poor trumps, how can he better play than to take the trick, and what favor could you have done him

greater than to have given him the chance? He has had a chance to call and did not improve it, the adversaries have or have not called; you have had a chance to play trumps and did not. What is the inference but that you and your partner are weak? Then make your trumps when you can. The first thing is to make the tricks, the books to the contrary notwithstanding. If your adversaries are strong, they will rid you of your husbanded trumps at the first opportunity. You are each to play both hands, you say. Certainly. Can you better do it than to make the most out of them? Your good cards in short suits will take as well after you have made one or two small trumps as before. Suppose you have ace, k., 7, 5, 3 of a plain suit (spades) and the lead. Hearts trumps, of which you have but one. To both k. and ace your partner renounces, but does not call for trumps. Your adversaries do or do not call. Will you refuse because you have but one trump, to play another spade? Do you not see that your partner has the advantage of yet another discard if he does not choose to trump?

Drayson, in his grand opposition to some of the untenable English rules, says: "Do not run away with the idea that to refuse to force your partner because you are weak in trumps is a safe game. *It is a*

dangerous game, because you are refusing to make a certain trick, on the speculation that you may probably win more by so doing; if your speculation is incorrect, you lose by your reticence." He offers the following rule, which is preferable to that in force: "Unless your partner has shown great strength in trumps, a wish to have them drawn, or has refused to trump a doubtful card, give him the option of making a small trump, unless you have good reason for not doing so, other than a weak suit of trumps in your own hand." This is English, and rather lengthy. If there was necessity for a rule, we should say: "Force your partner, if the situation warrants your doing so," and if he did not see fit to accept the force, he would be able to give a good reason for his discard.

We may add that some of the best games we have seen have been saved or won against strong trump hands by the proper force at the proper time by players who were without strength to resist a trump attack. As an illustration, I append a synopsis of one played recently:—

The game stood five each, not five "all," as the English would have it. The ace of hearts was turned on my left. I held the 7 and 4. My partner played k. and ace of clubs, then, as the qu. fell on my left, led a diamond from k. and three others.

I played the ace, holding qu. and another, followed with the qu., which took, my left-hand adversary calling for trumps. I played the k. and ace of spades, and the fall of the cards showed me no more spades in my partner's hand nor to my right. The call was echoed. I then played a small spade and *not* a diamond, my partner's lead. He trumped with the k. of hearts, his only trump, and we won the odd card against ten trumps, six to my left and four to my right. By the English rule we should have lost the game, for our opponents could claim that they held three cards, neither of which they had a chance to play. It may be said that "Cavendish" provides for this case in his fourth exception. The fact is, he plays fast and loose upon the whole matter. His own exceptions cover nearly all cases, and render the rule a nullity.

We quote a single hand of successful finesse, more especially to show how book-rule as to the play of plain suits, and the lead of trumps, was set aside by an ingenious player:—

Score A., B., 1, C., D., 6; 3 of hearts turned. D. plays 5 of spades. A.'s hand is ace, qu., 9, 4, hearts, ace, k., kn., 8, 4, 3, spades, 7 and 2, diamonds, 5 of clubs.

The book-play is the k., and the next lead, the 4 of hearts. A. has six points to make. He infers

that D., having four spades, leads with qu. or 10 at the head. He plays kn. second, and not k., C., 9, B., 2. A. now knows that D. had four, and that C. has the 10, or no more. He must throw the lead into his partner's hand, and, to assure him of his poverty in diamonds, plays the 2, C., kn., B., ace, D., 3. B. sees A.'s strength in spades, and why he did not lead them. C. may be calling, but B. has no alternative; he must play a trump; the lead of the small diamond is suggestive. He plays 10 of hearts, D., 6. A. finesses the 10, playing 4, C., 2, — B., 5, hearts, D., kn., A., qu., C., 7, — A., ace, C., 8, B., 3, D., k. A. must now throw the lead again into his partner's hand, as his only chance of making six by cards. He must play the club, for his partner has not k. or qu. of diamonds, or he would not have played the ace. A., 5, clubs; C. holds ace, qu., but, being sure of one trick in clubs, and one in diamonds, plays the qu., B., k., D., 3. B. leads 6 of spades, D., 7; A. finesses 8, C. renounces; A. now makes all the tricks but the 7 of diamonds, and A. B. score six points, and the game.

It may be said that C. should not have thrown qu. second, but he did not fathom A.'s intent and hoped to make three tricks by his play; and that D. played erroneously in throwing 7 second; he should have played 10, forcing k. But the hand is

a study, and as a specimen of play in finesse is remarkable. After the play, A. stated that when he saw the 5 of spades fall as the lead, his game must be one of faith in finesse. Play of this order, which could be attained by many who now play, as they think, very well, ought to be understood by them, and they should find partners to follow it as it progresses. So coolly and easily was this hand managed by A., that a looker-on over D.'s hand, who plays whist, said that he thought all the time after A.'s knave took the first trick, A. held ace only beside, and B. all the spades. Such play as this is not provided for in Dr. Pole's "theory," and a Short Whist player would, after playing k. second, have been curious to ascertain only if his partner had an "honor." He would have been put in possession of that valuable information at the cost of the game. A.'s hand has been given. C. held ace, qu., 7, 3 c., 8, 7, 2 h., 9 s., qu., kn., 9, 4, 3 d. B. held k. and four small clubs, 10, 5, 3 h., 6, 2 s., ace, 8, 6 d. D. held kn. and two small clubs, k., kn., 6 h., qu., 10, 7, 5 s., k., 10, 5 d.

This then is genuine whist. Know *your own hand* and make your calculations upon it. The score, the trump, the rank of the trump, the probabilities, the possibilities of play must be taken into account. Have a purpose in view and play

to compass it. If defeated in your plan, change your tactics if you are allowed opportunity to do so. Let no stereotyped notions contest your ingenious play. Let your cards tell the truth, but send such ones as you please, to convey as much of it as you see fit to explain. Your partner will no more expect you to intimate too much to him, than he would ask you to call his attention to your desire for trumps by the more emphatic play of 8 first, and then 2, when you held the 3. If it is your play to inform at once of a certain suit, do so certainly; but, if you think that you see a better play, make it, as readily as you would throw the lead later in the game. Despite all book-rule, play whist as your judgment directs. If you are a good player, that judgment must take precedence of limited instruction. Know the laws and *never* break them. Know the rules and *when* to break them with impunity. Brilliant play is better than routine play. Play your own hand, and in the playing it play not only your partner's but the hands of the opponents. The strife at whist is oftentimes a friendly one with the whole table. If you have five trumps or more, think what is to be done with them that not one shall fail of service. Whist asks for brain-work. Remember how embracing is its theory. Consider that the game is always new.

With every hand you enter upon an untried experience. By no mere knowledge or employment of partial rule can you solve or nullify the varied problems of this philosophy of recreative life.

EXAMPLES AND OVERPLAY.

DR. POLE gives us five examples of hands and remarks as follows:—

The following are a few simple hands played through. They are not intended to exemplify skill, for, as in almost all hands, the play might admit of modification according to the capabilities of the several players;—they have merely the object of illustrating the routine practice of some of the more common and important points in the modern game;—such as the signal for trumps, forcing, the return of a suit, discarding, and so on.

A. and B. are partners against C. and D.; the attention being chiefly directed to the play of the two former. The reader is supposed to play the elder hand A. The winner of each trick is marked with an asterisk.

Example I.*

The object of this example is to illustrate the making of a long plain suit, by the aid of your partner's long suit of trumps; the trump lead being called for by signal.

Hearts. Kg. 8, 6, 4, 2.
Spades. 6, 2.
Diamonds. 9, 6, 3, 2.
Clubs. A. 7.

Hearts. A. Q. Kn.
Spades. 8, 7, 5.
Diamonds. A. 10.
Clubs. Q. Kn. 10, 5, 3.

B
Hearts Trumps.
C D (Dealer)
9 turned up.
A

Hearts. 9, 5, 3.
Spades. Q. Kn.
Diamonds. Kg. Q. Kn. 8, 7.
Clubs. 9, 4, 2.

Hearts. 10, 7.
Spades. A. Kg. 10, 9, 4, 3.
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

* We give a few selected hands of play, and the overplay of these, for the practice of interested parties. In "Illustrated Games," we shall present a variety, played by both methods, the English and American, and some new hands as played by a quartette of fine players of the American game.

Trick.	Play.
I.	*A. King of Sp.
	C. 5 "
	B. 6 "

REMARK. — Having five trumps, C. signals to have them led. A. not seeing the 2 fall, will know that some one is asking for trumps, and will therefore carefully watch the next round.

	D. Knave "

II.	*A. Ace of Sp.
	C. 7 "
	B. 2 "

REMARK. — Trump signal completed.

	D. Q "

III.	A. 10 of H.

REMARK. — In obedience to trump signal.

	C. Kn. "
	*B. Kg. "
	D. 3 "

IV.	B. 2 of H.
	D. 5 "
	A. 7 "
	*C. Q. "

Trick.	Play.
V.	C. Q. of Cl.
	*B. A. "
	D. 2 "
	A. 6 "

VI.	B. 4 of H.
	D. 9 "
	A. 4 of Di.
	*C. A. of H.

VII.	C. Kn. of Cl.
	B. 7 "
	D. 4 "
	*A. Kg. "

VIII.	*A. 10 of Sp.

REMARK. — A. has now *brought in* his long suit, and pursues it to the end. C. discards his diamonds. It is immaterial what the adversaries play.

IX.	*A. 9 "
X.	*A. 4 "
XI.	*A. 3 "
XII.	*B. 6 of H.
XIII.	*B. 8 "

The result is that A. and B. win a treble by cards against two by honors, and other considerable adverse strength.

EXAMPLE I.— OVERPLAY.

The object of playing the same cards again with the same trump and opening, is to show that when C.'s and D.'s hands are properly played, A. can make but ace and k. of his long suit, and A. and B. make the odd card only. The hands which have been given are to be played for the first six rounds as already printed. It is now C.'s play, and he knows that the two remaining trumps are in B.'s hand, and all the spades in A.'s hand. If A. has k. of clubs, and C. plays kn., A. and B. must make every trick, therefore

7.		8.	
C., ace, d.		C., 10, d.	
B., 2.		B., 3.	
D., 7.	A. B., 4.	D., kn.	A. B., 4.
A., 5.	C. D., 3.	A., 3, s.	C. D., 4.

9		10.	
D., k., d.		D., qu., d.	
A., 4, s.		A., 9, s.	
C., 3, c.	A. B., 4.	C., 5, c.	A. B., 4.
B., 6, d.	C. D., 5.	B., 9, d.	C. D., 6.

11, 12, and 13. B. makes his two trumps, and A. the k. of clubs. A. and B. make one point in place of five.

Example II.

In this the elder hand (A.) has the same long suit as before, but the strength in trumps is now given to the adversaries. The example is intended to illustrate how a long suit, though it may not be brought in, may be made useful in *forcing* the strong adverse trump hand.

Hearts. Q. Kn. 5.
Spades. 6.
Diamonds. A. 8, 7, 3.
Clubs. A. Q. Kn. 7, 2.

Hearts. A. 9, 8.
Spades. 8, 7, 5, 2.
Diamonds. 9, 6, 2.
Clubs. 10, 4, 3.

B
Hearts Trumps.
C D
(Dealer)
King turned up.
A

Hearts. Kg. 10, 6, 4, 2.
Spades. Q. Kn.
Diamonds. Kg. Q. Kn. 10.
Clubs. 9, 5.

Hearts. 7, 3.
Spades. A. Kg. 10, 9, 4, 3.
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

Trick. Play.

I. *A. King of Sp.
C. 2 "
B. 6 "
D. Q. "

REMARK. — Commencement of signal for trumps.

II. *A. A. of Sp.

REMARK. — Better to go on with spades at the risk of being trumped than to open a new weak suit.

C. 5 "
B. 3 of Di.
D. Kn. of Sp.

REMARK. — Signal completed.

III. A. 10 of Sp.

REMARK. — To force the adverse hand which has, by asking for trumps, declared itself strong in them.

C. 7 "
B. 7 of Di.
*D. 2 of H.

IV. D. 4 of H.
A. 3 "
*C. A. "
B. 5 "

V. C. 9 of H.
B. Kn. "
*D. Kg. "
A. 7 "

VI. D. 6 of H.
A. 4 of Di.
C. 8 of H.
*B. Q. "

VII. *B. A. of Cl.
D. 5 "
A. 6 "
C. 3 "

VIII. B. Q. of Cl.
D. 9 "
*A. Kg. "

REMARK. — To get rid of the command.

C. 4 "

IX. A. 9 of Sp.

REMARK. — Repeating the form to extract the last trump.

C. 8 "
B. 8 of Di.
*D. 10 of H.

X. D. 10 of Di.
A. 5 "
C. 2 "
*B. A "

XI. *B. Kn. of Cl.

REMARK. — The adverse trumps being now all forced out, C., having gained the lead by a card of re-entry, brings in his clubs, and makes them all.

XII. *B. 7 "
XIII. *B. 2 "

A. and B. gain 3 by cards.

EXAMPLE II. — OVERPLAY.

In this example D. called for trumps, having five and a fine suit of diamonds. Being forced, he afterward played as suited his hand.

1.		2.	
A. k. s.		A. ace s.	
C. 2.		C. 5.	
B. 6.		B. 3 d.	
D. qu.	A. B. 1.	D. kn. s.	A. B. 2.
	C. D. 0.		C. D. 0.

D. has called for trumps.

3.		4.	
A. 10 s.		D. k. d.	
C. 7.		A. 4.	
B. 7 d.		C. 2.	
D. 2 h.	A. B. 2.	B. ace.	A. B. 3.
	C. D. 1.		C. D. 1.

A. plays, trick 3, to force the caller; D., trick 4, to test the situation of the diamonds.

5.		6.	
B. ace c.		B. qu. c.	
D. 5.		D. 9.	
A. 6.		A. k.	
C. 3.	A. B. 4.	C. 4.	A. B. 5.
	C. D. 1.		C. D. 1.

A. properly, trick 6, plays k. to keep B. in command.

7.		8.	
A. 9 s.		D. qu. d.	
C. 8.		A. 5.	
B. 8 d.		C. 6.	
D. 4 h.	A. B. 5.	B. 5 h.	A. B. 6.
	C. D. 2.		C. D. 2.

A., trick 7, plays the force again, and B. throws his last diamond that he may trump D.'s lead.

9.		10.	
B. kn. c.		D. 10 h.	
D. 6 h.		A. 3 h.	
A. 8 c.	A. B. 6	C. ace.	A. B. 6
C. 10 c.	C. D. 3.	B. kn.	C. D. 4.

Trick 10, D. 10 hearts. This is the decisive play. D. can read the hands. A. has the two low spades, for C. has played the 8 on A.'s 9. B. has the two low clubs, for C. has played the 10, and A. the 8, himself the 9, on a previous lead, and C. has three trumps and the 9 of diamonds. If the ace and qu. of trumps are against him, it makes no difference how D. plays, but if his partner has the ace, C. and D. make all the tricks. C. under-

stands the situation, takes 10 with ace, returns the 8, and C. and D. make the odd card. The long suit of spades nor that of clubs were of much avail, the difference between poor play and correct play being four points.

Example III.

The object of this is to illustrate the value of the *discard*, as a means of communicating information.

Hearts. A. 9, 7, 6.
Spades. 6, 2.
Diamonds. Q. Kn. 10, 9, 4.
Clubs. 8, 3.

Hearts. Q. 8, 5.
Spades. Kn. 10, 4.
Diamonds. A. 3.
Clubs. A. Q. 9, 7, 2.

B
Hearts Trumps.
C D (Dealer)
10 turned up.
A

Hearts. Kn. 10, 3.
Spades. 9, 8, 7.
Diamonds. 8, 7, 6, 2.
Clubs. Kn. 10, 4.

Hearts. Kg. 4, 2.
Spades. A. Kg. Q. 5, 3.
Diamonds. Kg. 5.
Clubs. Kg. 6, 5.

Trick.	Play.
I.	*A. Kg. of Sp.
	C. 4 "
	B. 2 "
	D. 7 "
II.	*A. Q. of Sp.
	C. 10 "
	B. 6 "
	D. 8 "
III.	*A. A. of Sp.
	C. Kn. "
	B. 3 of Cl.

REMARK. — This discard at once gives great insight into C.'s hand. He discards from his weak suit, and therefore he ought to be strong in trumps and diamonds. But he has not 5 trumps or he would have signalled for them, and hence, in all probability, he has at least 4 or 5 diamonds.

	D. 9 of Sp.
IV.	A. Kg. of Di.

REMARK. — The spade lead being now unadvisable, A. is justified in acting on the information gained by his partner's discard, and leads a strengthening diamond.

	*C. A "
	B. 4 "
	D. 2 "
V.	*C. A of Cl.
	B. 8 "
	D. 4 "
	A. 5 "
VI.	C. 2 of Cl.
	B. Q. of Di.

REMARK. — This second discard completes the full information as to C.'s hand. In the first place, having passed a doubtful trick, he has more than three trumps, and as we have seen, he has not five, he must have four with three diamonds. Secondly, his discarding the *best* diamond shows he has command of the suit.

	D. 10 of Cl.
	*A. Kg. "
VII.	*A. Kg. of H.

REMARK. — Strengthening trump lead, justified by the knowledge gained in the last trick.

	C. 5 "
	B. 6 "
	D. 3 "
VIII.	A. 4 of H.
	C. 8 "
	*B. A. "
	D. 10 "
IX.	B. 7 of H.
	D. Kn. "
	A. 2 "
	*C. Q. "
X.	C. Q. of Cl.
	*B. 9 of H.

REMARK. — Uses the last trump to bring in his diamonds.

	D. Kn. of Cl.
	A. 6 "
XI.	*B. 9 of Di.
XII.	*B. 10 "
XIII.	*B. Kn. "

A. and B. win 4 by cards.

Example III.

There are but three tricks possible for C. and D. in this hand as may be seen at the first glance at the position of the cards, no matter who leads. A. and B. have all the kings and two of the queens all guarded, two of the aces and the long suit of trumps. The hand plays itself. But it is a good lesson as to the value of a discard, and deserves to be played over and understood.

Example IV.

The object of this is to illustrate the advantage of returning the proper card of your partner's lead, as a means of conveying information.

Hearts. A. 9, 3, 2.
Spades. A. Q. 6, 2.
Diamonds. Kg. 5, 4.
Clubs. 6, 3.

Hearts. 8, 5, 4.
Spades. Kn. 5.
Diamonds. A. Q. Kn. 8, 3.
Clubs. A. Kg. 4.

B
Hearts Trumps.
C D (Dealer)
6 turned up.
A

Hearts. Kn. 6.
Spades. 10, 9, 8, 7.
Diamonds. 9, 6.
Clubs. Q. 10, 9, 5, 2.

Hearts. Kg. Q. 10, 7.
Spades. Kg. 4, 3.
Diamonds. 10, 7, 2.
Clubs. Kn. 8, 7.

Trick. Play.

I. **A.** 7 of H.

REMARK. — In this hand every plain suit is so bad to lead that the trump lead with such strength is quite justifiable.

C. 4 "
***B.** A. "
D. 6 "

II. **B.** 2 of H.

REMARK. — From this card returned, B. must either have had four or two.

D. Kn. "
***A.** Q. "
C. 5 "

III. ***A.** 10 of H.

REMARK. — It is justifiable to take out another round of trumps, though two may fall for one: partly to see how they lie, and partly to get a discard from some one as a guide for the next lead. Leading the 10 instead of the King is an additional assurance to your partner that you have still one left.

C. 8 "
B. 3 "

REMARK. — This card shows that B., having returned his lowest in the last trick, had four at first, and has consequently now one remaining, which therefore you are careful not to draw, as the game will depend on the two being made *separately*.

D. 6 of Di.

Trick. Play.

IV. **A.** 10 of Di.

REMARK. — For want of a better lead, you lead up to the suit that has been declared weak.

C. Kn. "
***B.** Kg. "
D. 9 "

V. **B.** 2 of Sp.
D. 7 "
***A.** Kg. "
C. 5 "

VI. **A.** 4 of Sp.

REMARK. — See remark, next trick.

C. Kn. "
***B.** Q. "
D. 8 "

VII. ***B.** A. of Sp.
D. 9 "
A. 3 "

REMARK. — This shows that you (A.) having returned your highest, had not more than three spades originally, and consequently have no more left. Your partner (B.), therefore, observing this, sees that by leading the losing spade, he will enable you to make your trump separately from his, which will win the game.

C. 4 of Cl.

VIII. **B.** 6 of Sp.
D. 10 "
***A.** Kg. of H.

REMARK. — You trump without hesitation, knowing your partner to hold the other trump.

C. 3 of Di.

B. makes the last trump, and A. and B. make 3 by cards and 2 by honors, winning a treble.

EXAMPLE IV.

Here, too, the power is all in one direction. C. and D. can make but four tricks. But the play is incorrect. D., trick 3, should have thrown 2 of clubs. Trumps were against him, and clubs his long suit. C. plays poorly in trick 4, he knows that the 10 of diamonds is led from three, and should have played ace.

EXAMPLE V.

This example is given to show how singularly, under extreme circumstances, the bringing in of a long suit may annihilate the most magnificent cards. The hand is a very remarkable whist curiosity: A. and B. hold all the honors in every plain suit, and two honors in trumps, and yet do not make a single trick!

Spades. Q. Kn.
Diamonds. Kn. 10, 9, 8, 7, 6.
Clubs. 10, 9, 8, 7, 6.

Hearts. A. Q. 10, 8.
Spades. 10, 9, 8, 7, 6, 5, 4, 3, 2.

B
Hearts Trumps.
C D (Dealer)
2 turned up.
A

Hearts. 6, 5, 4, 3, 2.
Diamonds. 5, 4, 3, 2.
Clubs. 5, 4, 3, 2.

Hearts. Kg. Kn. 9, 7.
Spades. A. Kg.
Diamonds. A. Kg. Q.
Clubs. A. Kg. Q. Kn.

Trick.	Play
I.	**A.** 7 of H.

REMARKS. — There can be no doubt about this being the proper lead.

	***C.** 8 "
	B. 6 of Cl.
	D. 2 of H.

II.	**C.** 2 of Sp.
	B. Kn. "
	***D.** 3 of H.
	A. Kg. of Sp.

III.	**D.** 4 of H.

REMARKS. — The propriety of this lead is often questioned; but it is defended by the impolicy of leading either of the extremely weak plain suits, and by the lead of trumps being up to a renouncing hand, and therefore the most favorable possible. Also, by giving C. the lead again, it enables him to continue the spade, for D. to make his small trumps upon.

	A. 9 "
	***C.** 10 "
	B. 7 of Cl.

Trick.	Play.
IV.	**C.** 3 of Sp.
	B. Q. "
	***D.** 5 of H.
	A. A. of Sp.

V.	**D.** 6 of H.
	A. Kn. "
	***C.** Q. "
	B. 8 of Cl.

VI.	***C.** A. of H.
	A. Kg. "

VII.	***B.** 10 of Sp.
VIII.	***B.** 9 "
IX.	***B.** 8 "
X.	***B.** 7 "
XI.	***B.** 6 "
XII.	***B.** 5 "
XIII.	***B.** 4 "

C. and D. win every trick.

Example V.*

There is nothing remarkable about the original example except that a triple tenace is arranged for C., and five more trumps are given his partner. If A. leads a trump, he, holding k. and kn., should lead the 9. As the hand is packed, that would make no difference in the result. We will open the hand as if A. led from his best plain suit.

1.	2.
A. k. c.	A. kn. c.
C. 5 s.	C. 8 h.
B. 6 c.	B. 7 c.
D. 2. c.	D. 3 c.

C. passes k., thinking that D. may have ace. D. having five hearts might call, but his cards are so inferior, that we doubt his efficiency, save in the trumping of spades. If he did call, and C. responded, the hand would be quickly played. Play the hand through in your own way for practice.

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* Example V. is simply an arranged hand, a triple tenace of trumps, and all the spades after two rounds. There are no "magnificent" cards. Cards are sometimes neat, sometimes handsome, and there are low cards and high cards, but none of them are magnificent. Nor do they suffer annihilation. If A. leads a trump, which with four, all uncertain ones, he would not

Game of "J. C." and Overplay.

Whist will not be reduced to a system that claims direction. Control by rule cannot be had over its variety of display. "J. C.," alluding to the olden or former ten-point game in America, says, "The Americans play for their own hands alone,

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need to do, it is evident in two rounds that he cannot take a trick. Dr. Pole's leads are bad. He is not reported as a fine player, and his leads do not indicate that he understands details in good play. The 2 of spades led by C. (trick 2) signifies poverty in the suit, and in all suits, and can indicate no more than four of the suit. D.'s inference from the play of the 2d round should be that B. held Qu. and ace of spades, and A. no more after playing K. The play to be made by C. was the lead of the 5 of spades, then the 4.

But the proper play of A. at the lead was the K. of C. If we play the "remarkable curiosity" with that lead, the long suit will have trouble to effect "annihilation" of A.'s cards.

Dr. Pole remarks, there can be no doubt about the play of the 7 of trumps being the proper lead. There are evidently two reasons why it is not. First, if a trump is to be led, the 9 is the correct play to designate K. and Kn. Second, this is eminently a hand to be led up to in trumps, and not one from which to lead. With positive control of all the plain suits, why give the play into other hands? If A. had tenaces in plain suits, or if he held A. or K. Qu. of trumps, a trump lead with four would be justifiable, but it will at once be seen that, however the rest of the trumps may be disposed, his initial play (with his hand) should not disturb them. By leading from this hand correctly, quite a different result is produced from that announced in the game already played.

the worst fault I know in a whist-player." But is not playing for one's partner's hand, not knowing what it is, a fault as bad? The game of combination is correct, but as a general thing, one of the parties directs that combination. Your partner plays k. and ace of a plain suit. You call for trumps. He must obey. In what manner are you playing his hand? In what manner is he playing yours? Are you not playing your own with little care for, or reference to, what he may hold? Perhaps he would gladly reserve the trumps he has; are you consulting his wish? Perhaps his trumps are the re-entry cards on which he counts: do you consider that? *You* think that it is best to get out trumps and having five, force the play of them. The emphatic order of Short Whist is, "Take up your hand, see what is your long suit, play from it. Having five trumps, play one." No matter about success or disaster, if you begin in this treadmill process, you inform everybody that you are doing duty. If you do not win, no matter, you have played by book. Good play, that is, book-play, you are told, is always right, whether it succeeds or not. You must not be discouraged, but always go on and do the same thing again. It will succeed sometime, and then you will have the satisfaction of knowing that you have plodded

straight on in a specified course, and brought the burden of obligation imposed by rule, to deposit at the goal. But if you hope to become a player of American Whist, we warn you that it is our custom to regard our own hands, to measure them, to ascertain what had best be done with them at the beginning, and to play them as we think they ought to be played according to the situation of the game. *Because* we have five cards or six, or seven or eight, we do not lead one of them, if it is not best in our judgment for the taking of the tricks. It generally is best, but of that we propose to judge. The plan of assisting the partner's hand, the combination, is a part of whist. It is a game of partnership. The partners are obliged to play for each other. But if you have a partner who knows whist, you will find not only that he can manage his hand, but that he will do so. He will do his own playing, understanding as well as you do what is best for the interest of both. He will know as well as you do that at certain stages of the game it would not be best for you to lead from a tenace that you ought to make before the suit is trumped, that you must not show him your best suit on which you are to depend, or that you cannot afford to part with trumps only because they make others part with theirs. We print "J. C.'s"

game for the odd trick in which nine trumps are held by one party. But D., certain of success, played the only lead, and made the only plays in continuance, that would be by English play for a moment tolerated. Better lose by system, and with such a hand, than gain by prudence and calculation. We have only to say, that we should have made that hand and the odd trick, and would have rather scored the game at the expense of love of monotony, than to have lost it at the cost of conformity to calculation. A. and B. play the game of judgment, doing away with all book-rule in lead or follow. C. and D. obey the iron-clad obligation of "Get out the trumps, that if you cannot benefit yourself you *may* help your partner, but get out the trumps if you have the power to do so."

"J. C.'s" Game for the odd trick.

A. B. 6. C. D. 6. 8 of Sp. turned.

A.	C.	B.	D.
Sp. 6, 3.	ace, k., 7.	8, 2.	qu., kn., 10, 9, 5, 4
D. 10, 5, 4, 2.	k., kn., 6, 3.	ace, qu., 8, 7.	9.
C. ace, k., kn., 10.	6, 2.	7, 5, 3.	qu., 9, 8, 4.
H. 10, 4, 3.	k., kn., 6, 2.	ace, qu., 9, 8.	7, 5.

1.

D. qu. s.
A. 3.
C. 7.
B. 2. A. B. 0.
C. D. 1.

2.

D. kn. s.
A. 6.
C. k.
B. 8. A. B. 0.
C. D. 2.

3.

C. ace, s.
B. 3 c.
D. 4 s.
A. 2 d. A. B. 0.
C. D. 3.

4.

C. 3 d.
B. 7.
D. 9.
A. 10. A. B. 1.
C. D. 3.

5.

A. 10 h.
C. 2 "
B. 8 "
D. 5 " A. B. 2.
C. D. 3.

6.

A. 4 h.
C. 6.
B. 9.
D. 7. A. B. 3.
C. D. 3.

7.

B. 7 c.
D. 4.
A. 10.
C. 2. A. B. 4.
C. D. 3.

8.

A. 3 h.
C. kn.
B. qu.
D. 5. s. A. B. 4.
C. D. 4.

9.			10.		
D. 8	c.		A. k.	c.	
A. kn.	"		C. 6	d.	
C. 6	"		B. 8	"	
B. 5	"	A. B. 5.	D. 9	c.	A. B. 6.
		C. D. 4.			C. D. 4.

Trick 11, A. plays ace clubs upon which D.'s queen falls. D. makes his two trumps, trick 12 and 13. A. and B. win the odd card. This is whist, so far as A. and B. are concerned, and machinery so far as C. and D. are concerned. Now we will play C.'s and D.'s hand as they would have been played by American whist-players. You can then, as in a thousand instances of similar nature, judge whether you had best lose by rule or win by common sense.

Score, trump, and hands have been given.

1.			2.		
D. qu.	s.		D. 4	c.	
A. 3.			A. 10.		
C. 7.			C. 2.		
B. 2.		A. B. 0.	B. 3.		A. B. 1.
		C. D. 1.			C. D. 1.

If A. leads from his long suit, then

3.		4.	
A. 2 d.		B. 8 h.	
C. 3.		D. 5.	
B. qu. "		A. 10 "	
D. 9.	A. B. 2.	C. kn. "	A. B. 2.
	C. D. 1.		C. D. 2.

and the game is won. Or, if A. and B. will strive in finesse against powerful trumps,

3.		4.	
A 10 h.		B. 7 c.	
C. 2.		D. 8.	
B. ace.		A. kn.	
D. 5.	A. B. 2.	C. 6.	A. B. 3.
	C. D. 1.		C. D. 1.

5.		6.	
A. 4 h.		B. 5 c.	
C. 6.		D. 9.	
B. 9.		A. k.	
D. 7.	A. B. 4.	C. k. s.	A. B. 4.
	C. D. 1.		C. D. 2.

7.		8.	
C. 3 d.		A. 2 d.	
B. 7.		C. kn.	
D. 9.		B. qu.	
A. 10.	A. B. 5.	D. 4 s.	A. B. 5.
	C. D. 2.		C. D. 3.

D. then plays qu. of clubs, A. ace, C. ace sp. It really makes no difference what A. and B. endeavor to do after the second lead of D. The suicidal course of running out his trumps makes the former play as given by "J. C." of A. and B. excellent of its kind, and successful; but we do not play D.'s game in American Whist, and believe that there will be accorded to the correct manner of play, the proper credit.

Hand I, of Cavendish.

Cavendish Laws and Principles, p. 136.

Score, Love all. 2 of s. turned.

Hands.

A.	C.	B.	D.
S. qu., 10, 5, 3.	ace, 6, 4.	k. 7.	kn., 9, 8, 2.
H. ace.	kn., 10, 8, 2.	k., qu., 9, 5, 4.	7, 6, 3.
C. ace, 7, 6, 3.	qu., 10, 9.	kn., 4.	k., 8, 5, 2.
D. k., kn., 9, 2.	10, 6, 4.	qu., 8, 7, 5.	ace, 3.

The Play.

1.		2.	
A. 2 d.		D. 2 c.	
C. 4 d.		A. 3 c.	
B. qu. d.		C. qu. c.	
D. ace d.	A. B. 0.	B. 4 c.	A. B. 0.
	C. D. 1.		C. D. 2.

A. leads from his strongest suit. Having no sequence, he leads from the lowest card of the suit. The fall of qu. and ace leaves A. with winning diamonds and a small one. B. allowing qu. to win (trick 2), has not k.

3.

C. 2 h.
B. qu. h.
D. 3 h.
A. ace h.

A. B. 1.
C. D. 2.

4.

A. 3 s.
C. 4 s.
B. k. s.
D. 2 s.

A. B. 2.
C. D. 2.

B. having k., plays qu. second. A. with established suit leads trumps from four, trick 4.

5.

B. 7 s.
D. 8 s.
A. 10 s.
C. ace s.

A. B. 2.
C. D. 3.

6.

C. kn. h.
B. k. h.
D. 6 h.
A. 6 c.

A. B. 3.
C. D. 3.

A. finesses 10 s.

7.

B. 5 d.
D. 3 d.
A. kn. d.
C. 6 d.

A. B. 4.
C. D. 3.

8.

A. qu. s.
C. 6 s.
B. 7 d.
D. 9 s.

A. B. 5.
C. D. 3.

9.		10.	
A. k. d.		D. 5 c.	
C. 10 d.		A. 7 c.	
B. 8 d.		C. 9 c.	
D. kn. s.	A. B. 5.	B. kn. c.	A. B. 6.
	C. D. 4.		C. D. 4.

A. forces best trump and remains with thirteenth to bring in his long diamond. A. played well (trick 10), passing the club. Remaining tricks A. makes, and A. and B. score three by cards.

HAND I. — OVERPLAY.

Hands have been given.

Score, A. B. 0; C. D. 0. 2 of Sp. turned.

1.		2.	
A. 9 d.		D. 2 c.	
C. 10 d.		A. 3 c.	
B. qu. d.		C. qu. c.	
D. ace d.	A. B. 0.	B. 4 c.	A. B. 0.
	C. D. 1.		C. D. 2.

The proper lead is the 9, holding k. and kn. C. having 10 and but two more, plays it upon the 9.

3.

C. 10 c.
B. kn. c.
D. k. c.
A. ace c. A. B. 1. C. D. 2.

4.

A. kn. d.
C. 4 d.
B. 5 d.
D. 3. A. B. 2. C. D. 2.

C. has no game to play for himself, and if he had, it is proper to return his partner's lead, holding 10 and 9. It proves to be the play of the hand. A.'s k. and kn. of diamonds are equal cards.

5.

A. 3 s.
C. 4 s.
B. k. s.
D. 2 s. A. B. 3. C. D. 2.

6.

B. 7 s.
D. 8 s.
A. 10 s.
C. ace s. A. B. 3. C. D. 3.

A., having four trumps, and k. of diamonds and ace of hearts for re-entry, chooses to play trump. He has noted that no call has been made.

7.

C. 9 c.
B. 5 h.
D. 5 c.
A. 6 c. A. B. 3. C. D. 4.

8.

C. 2 h.
B. 4 h.
D. 6 h.
A. ace h. A. B. 4. C. D. 4.

C. makes the best club. B. (trick 7) plays 5 h. that he may after throw the 4, apprising his partner of strength in the suit. A. leading trumps (trick 5), B. knows A. has four, perhaps five. He hopes that A. will play trump and then a heart.

9.		10.	
A. qu. s.		A. k. d.	
C. 6 s.		C. 6 d.	
B. 7 d.		B. 8 d.	
D. 9 s.	A. B. 5.	D. kn. s.	A. B. 5.
	C. D. 4.		C. D. 5.

A. plays spade to draw two for one, but the kn. and 9 cannot both fall.

11.		
D. 8 c.		
A. 7 c.		
C. 8 h.		
B. 9. h.	A. B. 5.	A. B. make the odd card.
	C. D. 6.	

We will play one variation, supposing A. to have led k. d. instead of the trump at trick 5. It will still be seen, however, that C.'s play of the 10 c. was the play of the hand.

5.

A. k. d.
C. 6 d.
B. 7 d.
D. 2 s. A. B. 2. C. D. 3.

6.

D. 5 c.
A. 6 c.
C. 9 c.
B. 7 s. A. B. 3. C. D. 3.

7.

B. k. h.
D. 3 h.
A. ace h.
C. 2 h. A. B. 4. C. D. 3

8.

A. 7 c.
C. 8 h.
B. k. s.
D. 8 c. A. B. 5. C. D. 3.

9.

B. qu. h.
D. 6 h.
A. 2 d.
C. 10 h. A. B. 6. C. D. 3.

10.

B. 9 h.
D. 7 h.
A. 3 s.
C. kn. h. A. B. 7. C. D. 3.

11.

A. 5 s.
C. 6 s.
B. 4 h.
D. 8 s. A. B. 7. C. D. 4.

12.

D. 9 s.
A. 10 s.
C. ace s.
B. 5 h. A. B. 7. C. D. 5.

A. makes the last trick with qu., and A. and B. score two by cards.

Hand XXXVIII of Cavendish.

"Cavendish," Laws and Principles, p. 253.

This hand is played to illustrate the grand coup and will repay study. The hands are: —

A.	C.	B.	D.
S. 9, 7, 5, 4.	ace, kn., 6.	qu., 10, 8.	k., 3, 2.
H. 9, 7.	5. 4.	ace, qu., 10, 6	k., kn., 8, 3, 2.
C. qu., 6.	4, 3, 2.	ace, k., kn., 8.	10, 9, 7, 5.
D. 10, 7, 6, 4, 2.	qu., kn., 9, 8, 5.	ace, 3.	k.

Score, A. B. 6. C. D. 6. 8 of hearts turned up.

1.

A. 4 d.
C. 5 d.
B. ace d.
D. k. d.

A. B. 1.
C. D. 0.

2.

B. 6 h.
D. 2 h.
A. 7 h.
C. 4 h.

A. B. 2.
C. D. 0.

3.

A. 9 h.
C. 5 h.
B. ace h.
D. 3. h.

A. B. 3.
C. D. 0.

4.

B. k. c.
D. 5 c.
A. 6 c.
C. 2 c.

A. B. 4.
C. D. 0.

Trick 3. A. and C. have no more trumps and D. knows that qu., 10, are in B.'s hand.

5.

B. ace c.
D. 7 c.
A. qu. c.
C. 3 c.

A. B. 5.
C. D. 0.

6.

B. kn. c.
D. 9 c.
A. 4 s.
C. 4 c.

A. B. 6.
C. D. 0.

7.

B. 3 d.
D. 2 s.
A. 10 d.
C. kn. d.

A. B. 6.
C. D. 1

8.

C. qu. d.
B. 8 c.
D. k. s.
A. 2 d.

A. B. 6.
C. D. 2.

D. throws k. s. instead of the 3 for this reason. If D. has the lead at the tenth trick he must lose a trick in trumps and the game. C. must have ace of spades to take when D. leads or the game is lost.

9.

C. 9 d.
B. 8 s.
D. 8 h.
A. 6 d.

A. B. 6.
C. D. 3.

10.

D. 3 s.
A. 5 s.
C. ace s.
B. 10 s.

A. B. 6.
C. D. 4.

D.'s play 8 h. in trick 9 is the grand coup.

11.

C. 8 d.
B. qu. s.
D. 10 c.
A. 7 d.

A. B. 6.
C. D. 5.

Tricks 12 and 13, D. must make his two trumps, and C. and D. win the odd trick.

B. refuses to trump winning cards. He holds the tenace and expects to be led up to and so to make the odd trick.

Grand coups and any other style of show-work in cards can be arranged by placing the cards, and then causing them to be played to order. It will be seen that B.'s cards are played as badly as they could be. In the first place, he should not have led trumps; in the second, he should not have taken the third trick; in the third, he should have continued his club suit; and in the fourth, he should have trumped the diamond. But it is useless to comment upon such absurd play on his part: the manner of making the coup by D., because B. gave him all the chances for making it, is commendable, and serves as a lesson to those who would learn, that cards of seeming worth can be thrown away for a purpose.

HAND XXXVIII. — OVERPLAY.

The score and hands have been given. We will play B.'s hand as it should have been played, showing a different result, let C. and D. do what they may.

1.		2.	
A. 4 d.		B. k. c.	
C, 5 d.		D. 7 c.	
B. ace d.		A. 6 c.	
D. k. d.	A. B. 1.	C. 2 c.	A. B. 2.
	C. D. 0.		C. D. 0.

B. sees that A. and C. have the diamonds, but knows A. has not tierce to qu., or he would have led qu., nor is he strong in trumps, or with many diamonds he would have led a trump. Noting the score, B. reserves his own trumps of which he holds double tenace.

3.		4.	
B. ace c.		B. kn. c.	
D. 5 c.		D. 9 c.	
A. qu. c.		A. 4 s.	
C. 3 c.	A. B. 3.	C. 4 c.	A. B. 4.
	C. D. 0.		C. D. 0.

D. has called for trumps, but B. continues his suit.

5.		6.	
B. 8 c.		A. 5 s.	
D. 10 c.		C. kn. s.	
A. 7 h.		B. qu. s.	
C. 6 s.	A. B. 5.	D. k. s.	A. B. 5.
	C. D. 0.		C. D. 1.

With A., the 7 and the 9 of hearts are equal cards. He knows his partner is striving for the odd card and does not continue his diamond lead of which he knows C. to hold qu.

7.		8.	
D. 3 h.		A. 7 s.	
A. 9 h.		C. ace s.	
C. 4 h.		B. 8 s.	
B. 6 h.	A. B. 6.	D. 2 s.	A. B. 6.
	C. D. 1.		C. D. 2.

It makes no difference as to the play of C. and D. A. and B. make 2 by cards.

"CAVENDISH."

"Laws and Principles of Whist."

To this writer more than to any and all others are we indebted for information and direction concerning the modern game of whist. He cannot assure us that his system is certainly right and all others certainly wrong. "The problem is too intricate to admit of being treated with mathematical precision. The conclusion, that the chances are in favor of a certain line of play, is not arrived at by abstract calculation, but by general reasoning confirmed by the accumulated experience of practised players. The student must frequently be satisfied if the reasons given appear weighty in themselves, and none weightier can be suggested." The reasons for specified play, as given by "Cavendish," are the best of which English players may know, since their accepted game is one of chance and skill, and not of skill and chance, and he is received as authority. It is when reasons weightier than his own,

as applicable to a greater game than his, can be suggested, that we care to consider them in contradistinction to his teaching; and when these are presented, it is with the desire which "Cavendish" himself had, to better old-time custom that we improve upon his patent. He says: —

1. "LEAD ORIGINALLY FROM YOUR STRONGEST SUIT." That is, the longest or strongest or both in one. This is accepted in the general as one of the most important of the rules. The order of leads will explain which card of one of four, or five, or six, to lead. The two hands of the two partners are to be made to assist each other, or, so to speak, to be combined, that is, played for each other, so that each can depend upon the other to assist in the making of tricks. Partners are to act for each other. The first lead that is made after the trump card is turned, is usually most significant. Of course but one card has been exposed. The leader has no knowledge where is to be found any other card or cards. He must tell his partner as much as he can of his own hand, then carefully observe the play.

2. "LEAD THE HIGHEST OF A HEAD SEQUENCE." This rule is subject to change, more in England than in America. It will be observed that, having k., qu., kn., and 10, we always play the k. "Caven-

dish" throws 10 to call ace from his partner, if he has it. We play k.; if partner has ace and two more, he plays small one; if but one more, he takes with ace, and returns small one at proper time.

3. "LEAD THE HIGHEST OF A NUMERICALLY WEAK SUIT." Our rule is, lead the highest of three, other than ace, k., and qu., the lowest of four cards, the penultimate of five cards, and the antepenultimate of six.

4. "AVOID CHANGING SUITS." The chapter under this head in "Cavendish" is necessarily full of contradictions, and we set it all aside. The good player will change suits as often as he sees cause for so doing, and his partner must be attentive to his action.

5. "RETURN THE LOWEST OF A STRONG SUIT, THE HIGHEST OF A WEAK SUIT." That depends upon circumstances. If you have taken with kn., and hold k., qu., and others, play k. And it is sometimes a question whether the lowest, or next to the lowest, of a strong suit should be returned.

6. "PLAY YOUR LOWEST CARD SECOND HAND." Provided, first, that you have not a sequence, in which case play lowest of same; second, that you do not want trumps led by your partner, in which case you play an unnecessarily high card, to be followed by one lower (*i. e.*, the 4 and after, the 2;

instead of the 2 and after, the 4); and third, if a 9 be not led, in which case cover with a 10 or queen. When a knave is led, cover with ace, if you have it, and have not k. with the ace.

7. "PLAY THE LOWEST OF A SEQUENCE." This has reference to a follow, not a lead. Play the lowest, if desirable to play any member of it.

8. "PLAY YOUR HIGHEST CARD THIRD HAND." You will not play ace on partner's queen, nor queen, if your only high card, on partner's 10. Holding ace, qu., and the card led is below the 10, play queen and after, ace, unless the 9 is led when having only ace, qu., take with ace and return qu.

9. "KEEP COMMAND OF YOUR ADVERSARIES' SUIT," and

10. "GET RID OF THE COMMAND OF YOUR PARTNER'S SUIT." By all means obey these rules.

11. "DISCARD FROM YOUR WEAKEST SUIT." If your partner leads or has taken the trick on which you play, when the cards are running against you, and you have a card of re-entry, and may be able to lead from what is a weak suit to your partner's advantage, throw away such other card as you deem best to part with. When the opponents' trumps are largely against you, discard from your strongest suit.

12. "AFFORD INFORMATION BY YOUR PLAY." Every

card, as it is played at the proper time, speaks. The king led says: the ace or the qu. is here. The 9 led says: the k. and kn. are here. The 2 led says: there is nothing here of value. The k. played second hand says: the ace is here, or I am alone or (in trumps): there is but one small one here. The 9 played second says: I am the lowest of a sequence, or, I commence the call for trumps, or, I am the only card of the suit. The 2 played second says: this hand does not want, or cannot properly take, the card played, and does not want trumps led. A trick is always taken, if taken at all, by fourth hand as cheaply as possible. Having kn. and 10, take with the 10, for the play of the kn. says: I have not the 10.

13. "LEAD TRUMPS WHEN VERY STRONG IN THEM." This depends upon the state of the hand, the score, whether you want to receive assistance from your partner, and where you would like to place the lead. It is not alone a proper reason, because you have a certain number of trumps, that you must play them. Trumps are to be managed differently from plain suits. In the "Cavendish" game it is more proper that a lead from five trumps should always be made than in American Whist. The English game counts but five points, and two or four of those can be, and often are, made by "hon-

ors." We have seven points, and all to make by card, so that there should be a reason for leading from five trumps, as neither the leader nor the partner having high cards, the getting out of trumps may be the playing of the opponents' game. If you have five small trumps and a short suit, they may be of much service.

14. "DO NOT TRUMP A DOUBTFUL CARD IF STRONG IN TRUMPS." That is, pass a card at second hand if probably your partner can take it. You thus show him that you have many or good trumps. The rule is, having few trumps take with them all that you can, and whenever you can; having many, pass the card to your partner that you may use your strength to advantage.

15. "FORCE A STRONG TRUMP HAND OF THE ADVERSARY." This is a good rule, for it makes use of his trumps less to your detriment than if he drew one from you and from your partner.

16. "DO NOT FORCE YOUR PARTNER IF YOU ARE WEAK IN TRUMPS." This is at once a proper and an improper rule. The business of the partner is to take tricks, and if he can trump a card led by you for that purpose, it makes no difference whether you have or have not strength in trumps. If he is a good partner he will not be forced to his injury. [*See chapter on Trumps.*]

17. "PLAY TO THE SCORE," and

18. "WATCH THE FALL OF THE CARDS AND DRAW YOUR INFERENCES AT THE TIME." The score in Short Whist is a matter of great difference from ours, and the manner in which it is made, compels us to qualify the meaning of any rule that applies to it. If a man playing Short Whist is at 3 and holds three "honors," or holds two, his partner having turned one, he has no game to play, but only to hinder others from playing profitably. If one party are at 1, either partner or both together may hold four "honors," and the game is theirs already, if the other party have nothing, or if they have but one point. Short Whist is of no more account than any other short game to parties who are playing for money. The sooner the play is over the better, that the stakes may be paid, not that a victory may be fairly won. It is not in the same sense that we urge the adoption of the rule. Play to the score, that your good play may count. Remember that you must work for every point you gain. In American Whist there is no mummery of "honors." If you have five or six points, play with all shrewdness and caution, or, it may be, with all daring and abandon, for the last one or two points. Of one thing you are sure, your good work cannot be frustrated by the exhibition

of a picture or two held by accident, and whose influence is outgeneralled. To watch the fall of the cards and to draw inferences are distinct characteristics of the good whist-player. If your partner leads a king you at once infer that he has ace or qu., perhaps both, perhaps a knave. If second hand plays 10 you infer he has kn. or no more, or wants trumps, and has but one card more of the suit. If your partner or fourth hand wins a trick, the highest card of which is the 10, with a king, you infer he has not qu. or kn. [*See Inferences. Also see, under "Whist Practice," many rules having reference to play at different stages of the game.*]

Inferences drawn as the game proceeds induce the best of play. Partners inform by the cards of many situations and relations, and good players remember and make use of the information.

"Cavendish" tells us:—

"There is no whist principle which should not be occasionally violated, owing to the knowledge of the hands derived from inference during the play."

We never violate a principle. We change our tactics as we deem proper to do on occasion, and reserve the right to do so under any condition. Leading from strongest or from weakest suit, treating long suits like short ones, and *vice versa*, refus-

ing to win the second round of a suit, declining to draw the losing trump, throwing high cards to place the lead, getting rid of a surplus trump for a purpose, refusing to overtrump, trumping partner's trick in place of a discard, and any other coup or grand coup, are nothing more nor less than dispositions of good players manifested because of the ability to take the rule into their own hands without interfering with the right of opponents, and without deceiving their partners, in the upholding of principle to the elicitation of the best solutions of the mysteries of the game.

"Cavendish," at the close of his historical sketch, adds a few words of credit for his friends "J. C." and Dr. Pole, and of his own book declares, "How far it has fulfilled the conditions of its being, it is not for the author to say." But we may say ever so proudly, as we recur again and again to his masterly analysis of whist, that apart from the necessity which seems to exist for adapting his ideas to the conventional standard of a contracted practice, he has produced the best contribution to whist literature extant, so complete in the main essentials of the game that all who follow him are borrowers of the tenor of his instructions, if not of the language in which he pertinently states them.

For those persons who think that after a few high cards are played in the early part of the hand, the rest are of no avail and may fall as they please; as well as for those who would study the intricacies of play, we copy the excellent examples which give information of cases that occur in practice in which playing to the board is involved.

I.

A. 9, 4, 3, 2 clubs.
C. ace, qu., kn., 5 clubs.
B. k., 8, 7 clubs, 8 spades.
D. 9 d., 6 clubs, 9, 7 spades.

Spades trumps. C. and D. must have all the tricks to save the game. A.'s lead.

1.	2.	3.
A. 2, c.	C. qu., c.	D. 9 s.
C. ace.	B. k.	
B. 7.	D. 7 s.	
D. 6.	A. 3 c.	

C. plays ace of c, not kn., second, the only sure play, D. trumps next trick with 7 and draws last trump with 9, making his diamond.

II.

A. qu., 8 sp., 2 h.
C. 7 sp., 7 h., 10 d.
B. 9 sp., kn., 7 d.
D. kn., 10, 3 sp.

Hearts trumps. A., B. want two tricks to save the game. A. knows C. holds best trump and B. best diamond and a low spade.

1.	2.
A. qu. s.	A. 2 h.
C. 7 s.	C. 7 h.
B. 9 s.	B. 7 d.
D. 3 s.	D. 10 s.

A. leads qu. of spades, and then the losing trump. B.'s diamond must make.

III.

A. qu., 10 s.	kn., 7 h.	
C. kn., 3 s.	k., 9 h.	
B.	kn. c.	kn., 10, 4 d.
D.	6 s. 7 c.	5, 2 d.

Spades trumps. C. knows A. has two hearts, and qu., 10 spades, and that D. has small spade. C., D. want three tricks.

1.	2.
A. 7 h.	C. 9 h.
C. k. h.	B. 10 d.
B. 4 d.	C. 6 s.
D. 7 c.	A. kn. h.

C. putting on k. hearts second although 9 would have taken, relieves his partner from trumping C.'s best heart to get the lead through the spades in A.'s hand.

IV.

It is never right to over-trump when three cards remain in each hand and one player holds second and third best trumps with one of which he trumps card led.

A. 8, 7 h., 3 s.
C. 10 h., 9, 4 d.
B. 9, 8 s., kn. c.
D. k. 6 s., ace d.

The position of the trumps, spades, is known. A. leads a heart, B. trumps it. If D. over-trumps he loses the other tricks, if he throws ace d. he wins them.

V.

When you are left at the end of a hand with the tenace in trumps (best and third best, or sec-

ond best guarded), over right-hand player and two other cards both of the suit led by him, always throw the highest to his lead.

A. k., 7 h., ace, 6 c.
C. ace, 10 h., 9, 5 c.
B. kn. c. qu., 8, 6 d.
D. k., qu., 8, 3 c.

Hearts trumps. A. leads ace of clubs. C. should play 9, for D. might play carelessly and let C. take next trick. C. should make it a necessity for D. to take it, that D. might lead up to C.'s tenace.

VI.

A. has k., 10, s.	ace, 4, d.
C. has ace, kn., s.	k., 2, d.

Spades, trumps. A. plays ace, d. C. should throw k. He can take but two tricks at any rate, and should see that he cannot. Also, that if his partner had higher diamond than A. next led, C. D. would make three tricks.

VII.

A. has kn., 10, 8, 7, c.	
C. has k., 5, 3, 2, c.	
B. has 9, 6, c.	10, 8, h.
D. has ace, qu., c.	qu., 9, h.

C., D. must have every trick; hearts, trumps. It is known that the trumps are held by B. and D.

1.	2.
A., kn., c.	D., qu., c.
C., 2, c.	A., 7, c.
B., 6, c.	C., k., c.
D., ace, c.	B., 9, c.

D. takes the trick with ace, and returns qu. C., seeing his partner's anxiety to get rid of the lead, takes the trick with the k., and thus secures to D. the tenace.

VIII.

The grand coup consists in throwing away a superfluous trump.

A. has 8, 6, s.	10, 9, d.		
C. has qu., s.		6 c.	5, 3, h.
B. has	5, 3, d.	10, 7, c	
D. has		kn., 9, 5, c.	kn. h.

Clubs, trumps. D. knows that B. has 10 and another trump.

1.	2.
A., 10, d.	C., qu., s.
C., 6, c.	B., 5, d.
B., 3, d.	D., kn., h.
D., 5, c.	A., 9, d.

D. throws away the 5 of trumps, and secures all the tricks. Had he played kn., h. on first trick, and B. refused to trump qu. spades, D. must have lost a trick.

IX.

Grand coup already played, followed by good play. It may happen that more must be done than to sacrifice the trump to save a trick or game. Hearts, trumps. B. has thrown away his superfluous trump.

A. has 8, c.	k., 7, 6, d.	
C. 5, c.	kn., d.	kn., 5, h.
B.	ace, 5, d.	qu., 6, h.
D.	qu., 10, 9, 8, d.	

A. and B. must have all the tricks.

1.	2.
A., 8, c.	A., k., d.
C., 5. c.	C., kn., d.
B., ace, d.	B., 5, d.
D., 8, d.	D., 9, d.

B. can gain nothing by retaining the ace of diamonds, and trusts to his partner having the highest to take the second trick.

X.

Grand coup. Hearts, trumps. It is known that B. has k., qu., and kn., and a losing spade or club, uncertain which. C., D. must have one trick of the four.

A. has kn., 10, 8, 7, d.				
C.	9, 6, 5, d.	7, c.		
B.			k., qu., kn., h.	8, s.
D.		qu., c.	5, 4, h.	qu., s.

1.	2.
A., kn., d.	B., qu., h.
C., 5, d.	D., 5, h.
B., kn., h.	A., 7, d.
D., 4, h.	C., 7, c.

D.'s trumps were good for nothing. He throws one away, and waits for his partner's discard to know if B. has the small spade or club. He takes the last trick with qu. s.

Appendixes A. and B. in "Cavendish" name the reasons for the invention of the penultimate lead, and the specification of the number of trumps by the ingenious echo. Both advantages are appreciated by the American game, and all credit given to their English inventor and expositor. The

plan and object of both are described in appropriate places in this volume.

With reference to "Decisions" in "Cavendish," as in all the English books, we are only able to say that our laws, affording no opportunity for misunderstanding or dissatisfaction, we have no reason for dissension, and no occasion for appeal.

"Card Essays, Clay's Decisions, and Card Table Talk,"

Is the title of the last book edited or compiled by "Cavendish." In the first chapter Whist *versus* Chess is considered. His argument is that at chess the moves are suggested by the application of analysis based on inspection, while at whist the play results from exercise of judgment based on observation and inference. He quotes Clay's attestation to the perfectness of whist, had the honors been divided in the reckoning, while the advantage of skill would be so great as to limit considerably the number of players. It is chance upon which to take the risk that makes the excitement for an English player. If he had to trust to skill in play of all the cards, the game would not be swift enough to satisfy the inordinate craving

for hazard. Cards must be held, if not used, that denote points; then, against skill, fortune may win.

In a long article, "Cavendish" would inform of the "Morality of card-playing." Card-playing in its innocency needs no defence, and the heading to his chapter had best be "On the morality of gambling in card-playing." This proposition he proposes to espouse, and endeavors to show that absolute morals indorse gaming if the party who must play for something to establish the interest felt, can pecuniarily afford to do so.

Bibliographers and etymologists will find matter of interest in the next two papers, and the lover of Piquet will read the descriptive article upon that game. "Clay's Decisions" may be agreed to or quarreled with, as shall please the fancy of English amateurs or professionals.

Lord Henry Bentinck appears to have been the god of the "Cavendish" high holiday, and "Cavendish" stood in lofty awe of him. Quite a number of anecdotes of less than mediocre value, are recorded with an unction that would become the recital of sayings of an illustrious man.

"Card Table Talk" is anecdotical. As a whole it is puerile. The instances in which book-play is disregarded and common sense used in the disposal of the cards, enliven it somewhat, but the general

discomfort of contestants, the exhibition of ill humor at the table, and dissatisfaction with the course of opponents, rob the stories of interest for men who meet as friends in a manly game, who play as friends, creditably exercising their faculties to achieve temporary success, and who part as friends, having shared the pleasure that intellectual recreation affords.

"J. C."

"A TREATISE on Short Whist, by James Clay," was published in England in 1864. During the spring of the previous year, Mr. Clay was reported to have acted as chairman of a committee appointed to revise the laws of Short Whist, or to act upon a series of rules presented by Mr. John Loraine Baldwin for adoption. Of these rules we only say here, that some seven or eight sensible men subscribed to them.

"J. C." presents the old game as dead, and the new one in full life and vigor. He thinks that the honors should have been divided, as well as the number of tricks, allowing four honors to count two points, and three honors to count one point. Then, as he says, the game would be perfect. He recommends talking over the hand after it has been played, and the watching the play of experienced men. Many of his maxims are worthy the most careful attention. He prefaces these with the opinion, —

"That although the following rules may occasionally speak of things to be never done, and others to be always done, the student must remember that no rules are without exception, and few more open to exceptional cases than rules for whist."

His advice is given very fairly and freely, and while desirous that would-be or practiced players should possess and study his volume, we cull for our criticism certain statements made therein, which do not harmonize with our conduct in play. He, in common with several others, who seem to distrust their companions, advises —

"avoidance of getting into any particular habit of sorting your cards, such as always putting trumps in the same place, &c. Players of no great delicacy may easily gain from your peculiarities some indication of your strength, and even the most loyal may find difficulty in not noticing them and being somewhat influenced by the information which they have unintentionally acquired."

That is a most ingenious employment of words, at once to hide and to expose the contemptibility of espionage. Your cards, as sorted into your hand, should, in colors, be at odds with each other, and the trumps should always occupy the same position, say the second suit on the right. Whenever you discover that you, a gentleman, are playing whist

at a table with people who are ferreting out the cards in your hand, instead of properly playing their own, you had best leave that table and that company.

"I have laid down a rule — it is no invention of mine, but is given, I think, in the old works of Hoyle, or Matthews, or both, and was decided to be right after some controversy among the chief Graham's players many years ago — that with a tierce to a king in any suit, it is only right to commence with the knave when you hold at least five of the suit. Nothing, however, is more common, even among very fair players, than to commence with the knave, holding this tierce alone, or with one other card only. It is a grave error, and I refuse to consider any man, whoever he may be, a fine whist-player who commits it. He has not understood the immense advantage which it is to me, not in that suit only, but ranging over the whole of the hand, to know, as if I saw it, that when he commences a tierce to a king with the knave, he has at least five cards in the suit."

This rule, together with that which directs the play of the kn. as a lead in trumps when k. 10 and others are held, is adopted by the best players. They, who will not remember such special plays, practice the lead of the head of the sequence, and of the lower trump. [pp. 46, 53.]

"If you have omitted to notice how the cards fell to a trick, ask that they be placed."

Whose fault was it that you did not notice how they fell? Who should be punished? Whose time have you a right to take, disturbing calculations? You may point to a single card on the table, and he who played it must draw it toward him; but even this proceeding on your part should rarely happen.

"Do not force your partner, unless you hold four trumps, one of them being an honor, or unless," &c., &c.

Force your partner whenever he can take a trick, and you know that you need it. If he does not choose to trump, knowing his strength, he will discard, throw the lead, and gain his advantage.

"Let the first card you throw away be from your weakest suit."

On your partner's trick the discard is the smallest card of the weakest suit. Inferences must be read when different play is made. Let the discard be from your best suit, if trumps are declared against you.

"Never play false cards. The habit, to which there are many temptations, of trying to deceive your adversaries as to the state of your hand deceives your partner as well and destroys his confidence in you. A

golden maxim for whist is that it is of more importance to inform your partner than to deceive your adversary. The best whist-player is he who plays the game in the simplest and most intelligible way."

These are good sentences and full of meaning. It oftentimes happens that a player upon taking up his hand anticipates the play to its conclusion. He wants from his partner a certain card or cards, and the needed point is made. Failing in that, if he can have the lead from his left or can force his right-hand adversary who has turned the k., he is sure. What might be called false cards are now leaders, and have their mission. There is independence in the play of whist as well as dependence. The game properly played by A. consists in the fact that A. plays B.'s hand as well as his own. It requires that C. should play D.'s hand as well as his own. It asks of B. and D. that they should respectively play A.'s and C.'s hands. That is, there is mutuality of action between the players who are partners. But A. takes up a hand which *he* proposes to play. He has one, two, three points to make, and *he* proposes to make them. His partner must give room for him to act, and keep the track of his performance. It is not of the slightest consequence to A. whether his opponents follow him or not. Herein the game of whist in proper

hands obeys the law of orderly judgment, the books become the alphabets, the brains the volumes, of information. Suits are changed as often as A. sees fit to change them, his partner or adversary forced according as he predicts his gain; on his opponent's lead he throws what pleases him to play, and some life is infused into a game that might plod on in strictest conformity with the dullest of routine. The best whist-player is he who plays the game understandingly, honorably, and brilliantly.

"A lead from qu., kn., and one small card, or kn., 10, and one small card, is not bad when you have no better suit."

Whether it is "bad" or not, if you have no better suit, you must make it. But it oftentimes happens that the lead is proper and by no means bad when you *have* a better suit. We have seen many a game thrown away by silly devotion to book-rule. A graduate from a Short Whist Club was playing in the A.—— club-room not long since, and the score stood 6 to 6. Qu. of spades turned on his right. He took up his hand, k., qu., 7, 5, 3, hearts, kn., 10, 6, clubs, ace, qu. d., k., and two small spades. He instantly threw k. of hearts because the book said so, and lost the odd trick, as he deserved to do. He should have

seen the possibility of his making both k. and qu., and even of the 10 of clubs. Had he played kn. of c. as he should have done, he — for his partner had two tricks — would have won the game. But the book men at his club would have never forgiven any other lead than one from the five, "to inform his partner" that he had more of that suit than of any other. He threw away his best card to please a rule. It does not always follow that the best suit should be played either at the beginning or at certain other stages of the game. That is where judgment is to be exercised. Whist is played by method, but not by machinery.

"The lead from k., kn., 10, and others is exceptional. It is the only case of leading a middle card, and the practice is to lead the 10."

Because it has been the *only* case of a middle card lead, the game that the English play is faulty. In advance of any lead is that of the 9, which designates k. and kn. "J. C." could not, at the time of the printing of his book, give his adhesion to the doctrine of the penultimate, but he did so in a short time thereafter. He remembered business of the older schools, and how the Parisians, with Deschapelles at their head, created a system or their own, and how that system drove away the old

beliefs. Long-suit leading as a principle in practice, and signalling conversation, were of the English plan, but daring trump-leading on occasion, and the method, in part, of mutual dependence adopted by the French and incorporated into the game that the English played, made that English game a success. Afterward came the call and echo, the discard of the second best, and the order of the leads. Now we take their game where they are content to leave it, and where for their purposes of speed and excitement it answers well enough. They claim the credit of having robbed the original of half its fine proportions, and honestly give their reasons for delight in the change.

We are not fearful that because of discussion there will be diminution of interest on the part of good players in the best features of the regular game. "Cavendish" and others were indebted to Hoyle and others for their information concerning whist. They made improvements upon their master's work. We follow their example in such regard, and in turn rejecting what is unsuited to our atmosphere, reform what we deem unworthy and accept their wisest conclusions. We Americanize whist and make of it a better and more interesting game.

"J. C." finds it difficult to give an accurate defi-

nition in a small compass of the rival systems of Paris and London. He admits that the brilliant play of Deschapelles disconcerted alike the wiseacres and the erudite players of England. In France the game must be, in common with all manner of entertainment, a rapid thing, and so the honors must have place. Cut off these excrescences, and the "rash attack" which "J. C." calls the French opening, preferring the same to an over-cautious defence, corresponds with independent action in American Whist. He gives an example:—

"The game is at its beginning, and a small card has been turned up. I hold the queen, knave, and two small trumps, tierce to a kn. and a small card on the second suit, queen, kn., and a small card in the third, and a guarded k. in the fourth. With this, which is not very great strength, or with any hand of a similar character, I believe it so important to find out whether my partner has a third honor, and whether, consequently, I may play to win the game, that I unhesitatingly lead a small trump. (They call this playing whist in London.) If I find him very weak, I have no doubt played to a disadvantage, and must change my attack to defence, making the best of my hand, which would probably have been more profitably commenced by the knave from my tierce. But if my partner has an honor and a trump to return to me,

with only one strong suit to which he by the card that he throws to my third round of trumps and the adversary by his lead will direct me, we shall probably win the game, or at least, be very close to it. The player of the old school would have opened the hand with a tierce to the knave as exposing him to the least danger."

Now any man who will, may see the great advantage of American Whist over either school that speculates upon the luck of an "honor." "J. C." holds two pictures in trumps, and is instantly desirous to ascertain if his partner has another. What has that to do with playing whist? It is about equal to matching cards in "Old Maid" in the hope of finding out where the odd queen is. If he and his partner have been dealt three certain cards, though two of them are compelled to fall upon the opponent's ace or king, the claim of "two by honor" is set up and stands as fair as the gain made by the ingenious calculation which, despite that fortune, has made the odd card! With us, a good player, taking up the hand specified by "J. C.," does not play a trump, because he has no hand to warrant such a course. He throws the kn. in the second suit, or, it may be, not fearing the criticism of Lord Harry Bentinck, et al., the queen in the third. There is nothing to ex-

pect from his hand, and he so tells his partner, and that he is ready to play for *him.* If his partner possesses the strength of which "J. C." speaks, such assistance as A. can render will be given, and the two or three by card which "J. C." prophesied, can be made. But to attain the result how much more desirable and interesting the whole play of the hand for points alone!

"J. C.'s" comments upon and against the play of false cards are about balanced in quantity and quality by his comments upon and in favor of them. He abhors them, but he tolerates them; he denies your right to play them, but if you win for him, there can be excuse found for their existence. To just such argument all positive book-players come at last, for the plain reason that circumstances alter cases, that whist is full of circumstance, ever-changing, and that judgment must determine what shall be done when routine is of no avail.

Let whoso will, take it for granted that English opinions are infallible. We remember how they have differed with each other; that "J. C.," the one great player, for a long time refused to lead the next to the lowest in a suit of five, and that among his last games he insisted upon everybody's leading the antepenultimate in a suit of six. He lived

long enough to know that his own manner of early play was incorrect, and could he live to-day, he would understand that the American game is the most informatory of all, and the best adapted to the exercise of his brilliant powers.

POLE.

"THE Theory of the Modern Scientific Game of Whist." The title is an ambitious one, and the introduction full of promise; but as the written definition of a *theory* of a science or art, unless its author indulges in protracted metaphysical treatment or relentless logical induction, is briefly told, we need not be surprised if, in the making of a book of an hundred pages upon the principles of whist, "the vigor and success of the war have not quite come up to the sounding phrase of the manifesto." The "theory" then is not a theory at all, but a very excellent development and explanation of the practical game of English or Short Whist, founded upon the obeyal of two practical rules, which are supposed to be of utmost importance to the scientific player of that game. Dr. Pole is so intent upon the demonstration of his "theory," that he lets go by some important matters of detail. He recommends leads that are obsolete. From k., kn., 8, 4, 3, 2, he counsels leading the

smallest card of the long suit of spades. The correct lead from six is the antepenultimate.

"What should you do," he asks, "when you have a partner who does not understand, and consequently does not play the scientific game?"

Teach him as well as you may by your own excellent play, or advise him to go and study before he attempts to play; but under no circumstances deceive him by trying to make him think that you are doing right, when you know that you are doing wrong. What should three gentlemen, about to investigate a geometrical, mathematical, or philosophical problem do, when some one who knows little of geometry, mathematics, or philosophy, proposes to add himself to their number for the purpose of taking part in their work? Fearful lest he should not understand their correct action, will they cast aside plans which they know to be true, and practice those which they know to be false?

Says Dr. Pole:—

"Whenever you have five trumps, whatever they are, or whatever the other components of your hand, *you should lead them*, for the probability is that three, or at least four rounds will exhaust those of the adversaries, and you will still have one or two left to bring in your own or your partner's long suit, and to stop those of the enemy."

He argues that it is no consequence as to their numerical strength, that by this lead you are benefiting your partner at any rate, and that if you are both weak, any other play would probably be worse for both. It is a consolation to know, and it is easy work to play a game that only asks the showing of such knowledge, that your work is decided upon in advance, and that in the pursuance of directions you can never go wrong. But, unfortunately for the "theory," the advice in practice is gratuitous. You know nothing of your partner's hand; and, despite the already specified necessity of combination, you propose to take the whole matter into your own control, rid him of his trumps, *will he, nill he,* give him no chance for trumping short suits, — the only thing it may be that with his hand he could do, — throw away your own opportunity of doing the same thing, and assume that you are to do him good merely because you are not clear that you can do him harm. An infinite number of cases can be supposed wherein a lead from five small trumps, with no possible reason for leading them but that you happen to hold them, may deprive him of all the chances that he has for usefulness in the hand. Perhaps it is not too much to say that in American Whist the chances are more than even that you play the opponents' game.

The Doctor has great confidence in his "modern scientific game," and in his systematic mode of teaching it, making us constantly aware of our lasting obligations to him for his improvement upon predecessors who have only named a *practice*, what he calls a "theory." But if all that he has said may be found in "Cavendish's" "Laws and Principles," and "J. C.'s" "Treatise," he has nevertheless said much of it remarkably well, and his peroration, which is much the best thing, aside from absolute quotation, in the book, shall be accepted as his apology for whatever may be in nonconformity with the proper definition of "theory."

"And lastly, a good player must apply the results of his observation, memory, and inference, with JUDGMENT in his play. *This cannot be taught;* it must depend entirely upon the individual talent and good sense of the player, and the use he makes of his experience in the game. This will vary immensely in different individuals, and the scope for individual judgment in play is one of the finest features of the game."

Dr. Pole's order of practice, whatever his theory may be, is to play trumps at any rate if you have five, that you may disable the adversary early (a feat not always accomplished, by the way, when five small trumps strive to make such hostile head-

way), and then to bring in that long suit, also a troublesome matter; *vide* the overplay of his own illustrations, pp. 189, 192. At the outset you are to open from the long suit, if you have not the five trumps. You *must* play from that. You *must* tell your partner that you have more cards of a certain suit than you have of any other. Then he *must* do the same thing by you. But we have thought that whist was a game for calculation. May we not begin to count as early as we can? Must we do a certain quantity of machine work before we assert our independence? "Yes, the *fundamental theory* of whist consists in the fact that two hands *must* be played as one, and that the long-suit play is the only play to be adopted. That is the basis of all play; it has been proved to be the best, and the best players have so decided."

There was a reason for such decision. The hastened insight into the partner's hand was required to meet the hasty action of a whirling game. The sooner that trumps were exhausted from the hands, the sooner the one plain suit was turned to account, the sooner the honors were discovered, the sooner the bets could be paid and the stakes collected.

There are four ways to lead in whist: from a short suit, from a long suit, from master cards, and from such card or cards as shall throw the lead. It

matters not how early in the hand proper play begins. Whether it is best to lead the best card or the poorest one, the leader in his judgment must determine. If a man who would know whist is to take his seat at a table to play uniformly one card of four or five or six, only because it *is* one card of the larger number, he had best play English Whist. It will not matter to him whether theory or practice is the name given to his code or creed; he has a bounden duty to perform, and nothing can be easier than to meet its demand. Calculation for him may come by and by. It can only concern some one trick that may eventually be lost or won. It will be time enough to take responsibility when it is thrust upon him. Meantime he *must* play two hands before he knows what one is, and must not place a value upon the only one he sees until he has given the ordered information concerning a portion of it. He can learn to play fast. And beside, — he has chances to talk.

Dr. Pole has damaged beyond repair his interesting and useful *résumé* of whist, by the addition of an Appendix, in which he proposes to play as badly as he can, for if his partner "fails to draw the proper inferences *false play will not deceive him, and,* therefore, *so far from being forbidden it is to be recommended for its misleading effect* upon observ-

ant opponents." It is hardly possible for an American whist-player to censure sufficiently such advice as that above quoted. The literal interpretation is: "My partner does wrong ignorantly, I am therefore justified in doing wrong intentionally; deceit is now the order of my play; since I cannot gain by fair means I will unhesitatingly employ foul means."

We do not propose to take anything into account. Tricks made by such play are falsely made; the game is degraded as far as it lies in the power of the player to degrade it. If he "has a poor partner," a burlesque of whist is deliberately planned and played by a man who was but now the able defender of its honesty. The last fourteen pages of the prose portion of the book are employed in stating that the proper way to play whist is to play correctly, while with a "poor partner" the proper way is to play incorrectly. It seems strange enough that two opponents to the Doctor and "his poor partner" (unless they had largely defined their interest in the game) should take pleasure in a game so strangely played. We should like to know in what way "poor players" can ever expect to learn or to be taught in London if such is the practice of good players toward them. It seems a pity that Dr. Pole should so far forget the principle for which

he has contended, as to compromise with error for the sake of humoring an indifferent player and deceiving two skilful adversaries. But he advises the practice. With Mr. Silas Wegg he "professionally declines and falls," and, at the last, affords us a novel surprise, when, "as a friend, he drops into poetry."

WALKER.

CAPTAIN WALKER'S Catechism, "The Correct Card," is reprinted by the Appletons. In the Preface of the 1876 edition the Captain expresses himself satisfied with his book and the demand for it. Then we should be certainly. If people like to read questions asked and answers given, when in half the time they can read the statement made in full, this catechism may "meet a want long felt." The plan is as follows: Some one says or writes: "Mr. Smith's horse ran swiftly." Captain Walker manipulates the information in this wise, viz.: —

Q. What do you call the animal belonging to Mr. Smith?	*A.* A horse.
Q. What did the horse do?	*A.* He ran.
Q. What estimate do you form of the capability of Mr. Smith's horse for speed?	*A.* A favorable one, since he ran swiftly.

Nothing new is offered concerning the game. All that the book contains or treats of, and a great deal more, is set down in "Cavendish," from whom all the ideas emanate that are changed in their manner of expression, simply by being rewritten in this system of interrogatory and reply. It is very much less than some of the abridgments of "Cavendish" that are sent into the world by people who want to print a book, and have nothing of their own to say.

The author tells us that the catechetical form is a novelty in whist, and he runs no risk of being disputed. Some of the prolixity about the most self-evident facts in whist or nature, is frivolous enough to be amusing: —

Q. Why should any one, holding the lead and several winning cards, not draw a second card out of his hand, until his partner has played to his first trick?

A. Because such an act is a distinct intimation that the former has played a winning card.

Q. May any intimation be given by the player as to the state of his hand or the game?

A. None whatever.

Q. May the question, "Who dealt?" be asked?

A. It is irregular, and, if asked, should not be answered.

Q. Is it right for a player to desire the cards to be placed, or to demand to see the last trick, or to ask what the trump suit is, in order to invite the attention of his partner?

A. No; this should be done for his own information only.

Suppose we proceed, on our own account, with a little more of this catechetical formula:—

Q. Why should not A. tell B., as soon as A. has thrown his card, that he, A., holds the ace, which he, A., is all ready to play next time?

A. Because B. would then be likely to understand what card A. was drawing to play.

Q. May a player tell the rest, how the game looks to him, so that his partner may be encouraged?

A. It would not be just the right thing to do, and perhaps the adversaries might object.

Q. May any one ask what is trump, at the same time informing his partner that, as he has none of a certain suit in his hand, he naturally supposes that suit to be trumps?

A. It would be out of course, and might result in injury to the feelings of the bystanders, who had bets on the game.

Q. Is it proper for a player to speak of a particular card on the table as a good card to lead, in order that his partner might understand he had best lead one of that suit as soon as he has a chance to do so?

A. Well, no; he may look very hard at a certain card for his own gratification, but his partner, meanwhile, must regard the ceiling, or make little memoranda in his horse-book.

It is, perhaps, needless to add that Captain Walker's questions and answers, in the chapter of "How to treat a bad partner," do most desperate injustice to the credit of the game of whist, inferring and advising the playing of false cards, and the practice of deceit in any and all particulars, closing with the following query and reply, which will serve as a key to the whole matter: —

Q. In fine, then, what is most requisite in playing with a bad partner?

A. Judgment and observation of your partner's idiosyncrasies, always remembering that *what would be very bad play, if you had a good partner, may be perfectly good play with a bad one.*

None of the books can let the "poor partner's" interest slacken, and a whole chapter of this one

is devoted to questions and answers concerning the "bad partner," of which something called the "Broad Arrow," shot from a long bow, is quoted among the recommendatory notices as saying: —

"Every point of the game is very happily touched upon, but the chapter on the treatment of a bad partner possesses for us peculiar attractions."

We hope that the "Broad Arrow" succumbed to treatment.

There may be an interest to young people, who are still fresh in Colburn's examples, to follow up the queries of Captain Walker, if, indeed, they care to play Short Whist. So far as American Whist is concerned, the book is of no account. For, as it deals with "honors," which we do not name, and with leads and practices which we do not adopt, it seems like a childish form of treating a subject of magnitude. We may be allowed to express surprise that, notwithstanding he has devoted twenty or more pages to interrogation and answer concerning John Loraine Baldwin's *chef d'œuvre*, "the Laws of Short Whist," which "Cavendish" and all good players are desirous to have remodelled, Captain Walker did not follow the universal fashion, and make his little book a little larger by their bodily insertion at the beginning or the close.

DRAYSON.

THE "Art of Practical Whist," by Colonel A. W. Drayson, R. A., F. R. A. S., is the title of an English book on English Whist, published by Routledge and Sons, London. This is the only book save "Cavendish," published upon whist in England that can lay claim to originality. Clay and Pole do but adopt the "Cavendish" plan, presenting neither rule nor method not demonstrated by their author-leader. Their books and all the rest upon Short Whist issued in England or America, unless copies of his work, are but "echoes of his call." But this man has ideas. He knows more and better whist than many of the rest. His "exposition hath been most sound." His difference with the accepted manner of play in England is independently and clearly explained. One of the first facts that we note concerning the book is, that it makes of whist a game to be played for amusement and recreation, and not for gambling pur-

poses. It is evident, to be sure, that Colonel Drayson cannot dispense with the Englishman's passion and prerogative to gamble at cards, but he does not deface his book with constant allusions to winning and losing money, and in place of them he talks of winning and losing the game.

"The longer I play whist the more I regret that 'Rule 91' exists, and that it is at all possible to see the cards of a trick turned and quitted."

That rule is abolished by players of American Whist on the ground that the cards must be noted and remembered as they fall.

Colonel Drayson has some keen remarks for the determinate "bad card-holders." He says what is true, that the claim is ridiculous. When a man takes his seat at a whist-table he is to play such cards as he receives as well as he may. There are no poor hands and no good hands. In every hand there is some one good, shrewd play to make; let it be to his credit that he makes it. Therein lies the game, whether he wins or loses it. The mere number of points gained upon a given evening do not denote the whist-player.

"Cavendish" and others insist upon the change of the position of the trumps in consecutive hands. Such arrangement Drayson considers of no value,

and it is of none. He dissipates the inflamed rhetoric about the "grand coup," by simply stating the fact that it only consists in throwing the lead. A dozen instances of fine play occur at many a sitting that are grander coups than the mere taking of a partner's trick and returning a proper card, or throwing away of a useless trump. The rule of the orthodox players, "Do not force your partner if you are weak in trumps," Colonel Drayson explodes:—

"So you would not allow me to make a trick in trumps because you, my partner, are weak in them?"

The intent of playing the game is to make the tricks, and if a single trick more can be made by forcing, which otherwise could not be made, it matters not whether the forcer holds one trump or five.

The chapter upon false cards, and the argument for their play as opposed to the book-players, is not as ingeniously written as are some other parts of this most interesting book, but it evinces independent play, and helps to carry out Colonel Drayson's general argument, that whist must be played with consummate judgment; that rules may be too exacting for the display of brilliant and effective

play, and that a player must take position and hold it, for the elicitation of all points to be gained in each and every hand by himself and his partner.

The prejudices in behalf of what a foreign club may do, take hold more firmly upon some of the players of whist in America than upon certain of its own members, who, discerning evils, in place of espousing them for no other reason than because an English Club proposed or indorsed them, dare publicly denounce their folly. Colonel Drayson has shown that in many respects the accepted notions of Short Whist are incorrect, and his long acquaintance with the game and its players may be mentioned when we cite him as authority.

The independence that he manifests in the assertion of his own style of play and action, whether it meets with favor or not in the opinion of others, justifies more than any issue of the London press, a candid opposition to set rules which certain clubs have seen fit to adopt. And in the light of a treatise so fair, it seems proper to present, with hope for their generous reception, opinions which have been disregarded by the acceptors of an arbitrary code.

"However thoroughly you may know the rules of leads, or which card to play second or third in hand, yet you can never by book knowledge do away with

the necessity for judgment under almost every condition of the game, the lead, etc. This is what makes whist the fascinating study that it proves to be, and gives to the intelligent player an advantage over the mere book student. *The game of an intelligent whist-player differs more from the mechanical game of the mere book-player than does the pianoforte performance of a skilled musician from the music ground out by a hand-organ.*"

If such language as this is proper having reference to Short Whist with its broad opportunity of chance, and contracted opportunity of skill, shall it not be applied with peculiar emphasis to the American game, which in its latitude for the exercise of judgment so far out-ranks the foreign one?

Colonel Drayson's innovations upon radical habit of play are among the first that have been daringly stated by an English writer, and come as welcome and fresh to proper players as did the concession of James Clay concerning the "Cavendish" penultimate, to the members of the Arlington and Portland. There are fewer long-drawn lessons to poor players than appear in most of the published books upon whist, and this one would be much better if no allusion was made to them. The art of practical whist in its direction and adaptation, concerns only good players. What poor players would or would not do has no place. It is for them to learn

what is right and to practice that. How absurd it would seem in a treatise upon architecture to meet with constant interpolations as to the manner in which an unskilled carpenter would erect a temple, together with constantly reiterated recommendations to master builders to forsake their truthful plans because the novitiate workman was unable to comprehend them!

If it shall ever be that the author of the "Art of Practical Whist" may read this notice, we append for him congratulations upon his just and independent course, and assure him that there are whist-players in this country, whose number is rapidly increasing, who are sufficiently advanced to play "by reason and not by rule;" and some of them would be happy to give him "the option of making a small trump" in the standard American game, which is worthy of his most distinguished consideration.

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